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GETTING STARTED ~ THE TUTORIAL SECTION

CONTROLS

Directional buttons Left Analog	Move character/ cursor
X	Sword attack / Confirm selection
O	Use equipped item / magic
Δ	Open Inventory
□	Press and hold to Dash
L1	Show Map / Cycle through inventory
R1	Guard using Shield / Cycle through inventory
L2	Cycle through equipped items, magic
R2	Cycle through equipped items, magic
START	Pause menu
SELECT	Unused

BASIC SKILLS

Moving your character, interacting with various stuff, checking the inventory, talking with NPCs - all these are pretty elementary so this guide won't cover them anymore. This guide will help you understand the game's mechanics and other offerings.

Dash	Once you obtain the Dash boots (early in the game), you'll be able to dash by holding □ and releasing it. This will make your character dash with sword pointed forward. Dashing will destroy any destructible objects along the path, and can deal damage to enemies. The only way a Dash is interrupted is when your character hits a wall or an entrance. Changing your direction while dashing is also a good way of dealing with multiple enemies.
Spin Slash	You'll only be able to perform this move if your equipped sword has this stat. Spinning is a more efficient way of fighting rather thrusting your sword. You'll be able to hit more enemies in one attack since your attack radius is considerably increased. In case your sword doesn't have the Spin stat, visit your friendly blacksmith and see what he can do.
Guard	Press R1 to raise your shield and protect yourself from most attacks from the front. You need to take care of your side and rear since they're still vulnerable even when your shield is up. Take note also that a shield won't protect you from any attacks. There are enemies with unblockable projectiles or simply stronger ones. Make it a habit to upgrade your shield whenever possible. This will ensure additional protection when it comes to combat.
Looting	This is not really a skill but something you must know. You can get an item/coin not only by walking/ touching it but by hitting it with your sword or boomerang.

MAGIC AND ITEMS

Increase your max health and magic by obtaining Life Shards/ Life UP and Magic Up items. Life Up increases your max hp by 1 while you need four Life Shards to increase your max HP by 1. These are found through chests or boss drops. Here are some items that you'll commonly find/ use:

Red Apple	Replenishes LIFE/ HP by 1
Green Apple	Replenishes a bit of your Magic
Red / Blue Potion	Fully replenishes HP or Magic
Elixir	Fully replenishes Magic and HP
Candles/ Lamps	Illuminates dark dungeon rooms. Lamps have longer duration and illuminates a larger area.
MAX	Temporarily increases the sword's stats to max.
Arrows	Replenishes your stock of arrows
Bomb	Replenishes your stock of bombs
Keys	Comes in different types and colors. Obviously, they're used for opening ordinary and specially-locked doors. There is a special key called the Super Key which can be used to open ANY colored doors. Unlike the ordinary colored keys that can only be used once per door, the Super Key can be used over and over again.

Coins is the currency in the game and come with different varieties. The bronze coins have the lowest value, followed by silver and finally gold. Coins are necessary for various transactions in the game, especially when buying supplies, upgrading your sword and other services. Coins can be acquired easily from destructible objects like grass, pots and chests, as well as from monsters upon defeating them.

Another set of items you can use are the ones you can equip in your offhand (assigned to the O button). You can cycle through them by pressing the L2 and R2 buttons or from the menu. Here are some examples:

Boomerang	A thrown weapon that can returns back to the user. It is used to hit unreachable switches and collecting distant items. When used in combat, it may stun enemies, stopping them on their tracks.
Bomb	Press the O button to place a bomb. It will go off in a few seconds so make sure to get out of the way.
Arrows	You need to purchase a Bow from the shop first to use them. You start off with a small container, limiting how much arrow you can carry. There is an NPC that can increase your capacity to carry arrows, at a price of course.
Wire Rod	It can attach to wooden poles scattered in the game and allow you to cross gaps in the terrain. It can be upgraded to Anchor Rod with longer range. It can also be used in combat to stun enemies.
Bestiary	A large book that you need to hit enemies with to record their information. Higher rank (stronger) enemies require more hits for them to be recorded.
Freeze	A magic that will encase your foes and the terrain in Ice. Frozen enemies can be defeated with a single strike
Reflect	A magic that effectively repels certain types of attacks back to the foe. Hint: Some enemies can only be defeated by using their attacks against them!
Parallax	Reveals hints or secret messages on magical slates.
Normal Map	Releases a shockwave that damages all nearby enemies.
Slow Down	You'll enter "matrix" mode where everything around you slows down.

THE BLACK SMITH

Upgrading your sword is an integral part of the game. Each sword has a default “potential”; each upgrade will use some potential, equivalent to the upgrade's cost. Once all the potential points are used up, the sword can't be upgraded anymore. This limits the number of times your sword can be upgraded so you need to consider what parameters/ stats you're going to upgrade. There is an option to revert the sword to its original, unupgraded state but that will not return the coins you've invested for upgrading.

The sword parameters that you can enhance/ unlock are the following:

Length	Makes the sword longer
Width	Makes the sword thicker
Strength	Increases the attack power of the sword
Spin Slash	Adds the “Spin Slash” ability
Beam	Enables to sword to shoot beams
Pierce	Allows the sword to pass through objects
Special	Unlocks/ Increases the sword's special ability

RECUPERATING AND REVIVAL POINTS

It should be common knowledge that it is game over if your health goes down to zero. And it is never a good idea to face a boss with low HP either. In that case, there are several ways to keep your hp up.

- Items that can be bought from shops
- Red Apples randomly dropped by defeated enemies
- Resting at the inn
- Using a Sleeping Bag
- Visiting a Fairy Springs

If you enter a temple, stay at the inn or slept in the field using a sleeping bag, your **Revival Point** will be set. In case something unfortunate happens, you'll have the option to continue from the latest revival point. If your resume your adventure from the overworld, you'll start from the last place you've slept.

If you haven't slept in an inn or used a sleeping bag, you'll resume from the castle entrance. If you resume your adventure from the temple, you'll start by the temple entrance.



BESTIARY



This is a compendium of all the monsters you've registered /booked. Just encountering or defeating the monster won't register them to your bestiary; you need to equip the book and hit them with it several times to register them. The bestiary won't be available unless you complete some certain tasks in the game. Booking monsters is especially fun (and challenging at least), especially if you need to book them bosses or legendary monsters.

WALKTHROUGH

The best thing when starting a new game is that you can create and customize your own character. You may want to select from the pre-created characters as templates then just edit it yourself. Also, you can swap character designs anytime in the game

After the intro, you'll have control of the hero. This is just a flashback so don't bother exploring the area or fighting enemies for now. You can test the game's simple battle system though if you like. Start by going to the right then cross the bridge north. The cave has a fairy that will replenish your health; you can just ignore her for now since you can't take damage in this part of the story yet. Continue to forest and follow the only path. A short scene with trigger.

~ Dotnia Castle ~

After the scene, you'll be in control of your character. During the conversation with the king, just answer Yes to receive an ordinary sword and shield. Exit the throne room and take either of the stairs to reach the first level of the castle. There aren't any items that you can loot here so you can just exit the castle. The NPCs inside will give you tips that you've pretty much learned by yourself by now.

~ Reejack Village ~

Exit the castle then go to the left to find Reejack Village. Ignore the shops for now since you don't have gold yet. First, head to the inn in the southwest corner of the village. Talk to the man near the event to learn about a 3D mech game he plans to make. This is the first step to trigger a chain quest. Next, go to the house in the northeastern corner of the village. Talk to the inventor Dic, answer YES to his question to receive the dash boots. This will enable you to dash by pressing the Square button.



Next, go to the west to find two houses. You'll find Bluesey, the blue slime outside that dreams to be a human. Just talk to it for now. Enter the smaller house to find three chests. Open them all to get a total of 12G. Talk to the old man to get the task to kill 10 slimes. You can do that later on. Enter the next house and loot a total of 11G from the chests inside. You can also help the man inside the house to decide which girl he should marry. You can freely advise whoever he wants to marry.

Enter the house in the middle west of the village and get the Empty Bottle from the chest at the end of a straightforward maze. Exit the town and head east to the Sacred Forest.

~ Sacred Forest ~

Make it a habit to destroy anything destructible in your path, like grasses. They do drop coins and other useful stuff. Since you have dash now, use it to charge towards your enemies. Remember that you can change your dash's direction.

Continue to the large area with two giant statues. These are the bosses at this point and should be pretty easy. You just need to watch out where they land after jumping and hit them. They'll be destroyed after getting hit 3x in a row. Once the path has been cleared, continue north and pull out the Ancient Sword from its base. The fairy Lee will join your party as well. Make your way back to the palace and talk to the King to proceed with the story. Return to the village afterwards.



Tip> Gold farming #1



From the castle entrance, head east then up. You should be in a place where two hares and two leaping enemies spawn. There will also be three octopus like enemies that spawn from the water and shoot projectiles towards you. They may seem unreachable at first but they can be forced to spawn by the shore near the cave or by the bridge.

To do this, you must enter the cave then exit again (loading screens will appear). If this does not spawn them in any of the two reachable locations, change screens by going down and up again. Once they're in range, try to use wide swings to hit them all at once.

If not, try to time your attacks right before they release their projectiles. These enemies have a higher chance to drop silver coins and occasionally, some gold coins that is worth a lot obviously. Using this method for farming later on will ensure that you'll be able to max out your sword's stats or at least, get some nice upgrades. If you're having problems destroying the aforementioned enemies, try this method after conquering the Grass Temple.

~ Reejack Village ~

First, you need to buy a shield upgrade. Head to the weapon shop and purchase the Iron Shield for 100G. If you still have enough money, you can purchase an upgrade or two for your sword as well. If you're really persistent like me, you can destroy monsters and grasses in the surrounding areas (use the [gold farming method](#) above) until you collect 400G to purchase the 'Pierce' upgrade for your sword. If not, just upgrading its length at least will do. Once ready, exit the village to the west.

Head north to find a chest containing Small Block. Continue to the west to find the temple. It is a large structure to the north of the area so its really impossible to miss. Enter the temple.

Piercing is best in destroying enemies behind cover!



~ Grass Temple ~

Start off by hitting the obvious red switch. Head to the next block north then take the path east. Get the **key #1** in the chest there. Don't mind the switch here for now; go two blocks to the left, then use the key to go north. Clear this block then go to the left. You'll find a lone chest surrounded by blocks. If you look closely, you'll notice that the patterns of the two middle blocks are different from the rest. This means you can push them out of the way. Open the chest there to get **key #2**.



Go back to the previous block then go north. You need to clear all enemies inside the room to open all doors. The chest containing the **Temple Map** will appear. Grab it and you'll be able to see the entire temple's layout. (The black ones are the ones you haven't visited yet) Go to the next block to the left, then use your key to open the gate. Go north to the next block.

The two pedestals in the middle shoots unblockable projectiles every few seconds so do your best and avoid getting hit by them. Head to the next room to the right. Press the two red switches on the walls to open the door and for a chest to appear. Push the peculiar looking block to the upper left to claim the **Boomerang** from the chest. It will be automatically assigned to your Circle button for your convenience. This item is not only used for reaching/hitting targets from afar, it also helps in combat whereas it may stun enemies at a good distance. In any case, go north and hit the red wall button with your newly-acquired boomerang. Obtain 10G and **key #3** from the chests.



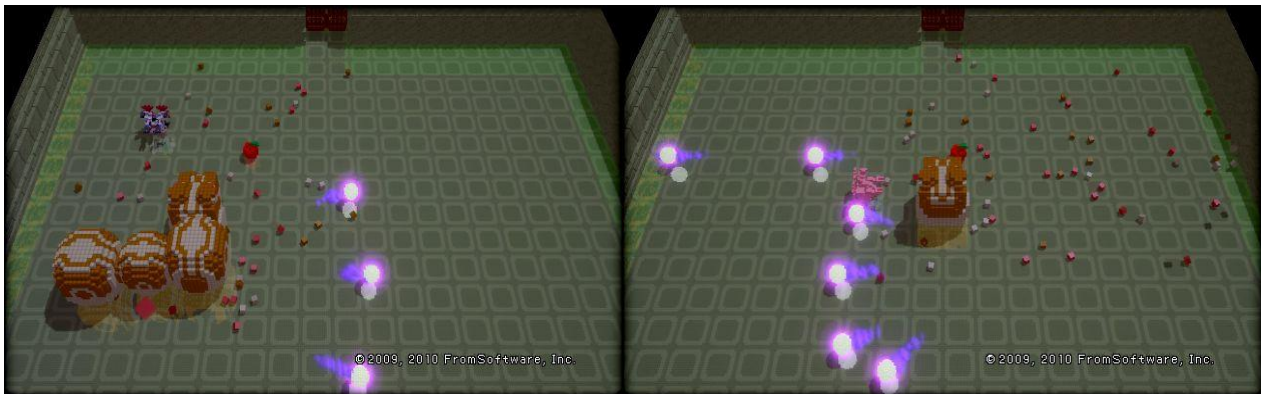
Now you need to backtrack to the third block near the entrance that has a wall button that you can't do anything to a while ago. Hit the wall button then go north. Head to the right first, clear all enemies to reveal another chest. Obtain **key # 4** from it. Return to the previous block, unlock the door and continue to the left. Try your best to avoid the projectiles from the defensive pedestals while fighting your way through to reach the door up north. Clear this block and step on all four switches to reveal the chest containing the **Boss Key**. The red door to the north of this room can only be opened by a red key which you don't have at the moment. Ignore it for now and try to backtrack by going down, then right twice.



Go north next, then go to the right. Arrange the blocks in this room to open a path, then continue to the next room. Push all the wall buttons to reveal the chest containing a **Small Block** in the middle. Follow the path until you reach the room before the boss room. Stand on the panel to the left to activate the portal. This will bring you to the entrance; and you can use the panel in the entrance to teleport back to this room. If you're low on health, spend some time outside to collect as much apples as you can to refill your HP. Save your game and when ready, head to the boss room to fight it.

BOSS: EELAGOH

This boss is divided to several segments. You need to destroy each segment by a single sword strike. One fact you need to take note is that its projectiles are unblockable but your shield can protect you from his melee damage. Each segment drops an apple to recover your HP. If you managed to upgrade your sword's length before, then it will help a lot in this battle.



As the boss loses more and more parts of its body, it will move a lot faster so you need to be careful in dodging its projectiles and blocking its charges. You can use your boomerang to briefly stop the boss (around 1 second) so you can keep it within sword range.

Collect the coins the boss will drop as well as the Life Up to increase your maximum HP. Continue north to meet the Sage Indy and to get your first orb; the Yellow Orb. You'll also get a new magic called Shader Magic: Parallax. You're done with this temple for now so just head out. The boss can be reawakened if you wish to fight it again but it will drop no more rewards.

Your next objective is the Forest Temple but there's no need to rush. There are several things you can do at the moment. Head back to the village.

~ Raejack Village ~

You should be able to play the Dash Circuit mini-game for now. Its a time trial course which will reward you with either gold or a Small Block if you managed to clear 3 laps within 25 or 20 seconds respectively. Its a bit tricky to win at first but once you get the hold of it, the mini-game should be easy. This is also a good practice to hone your skills in changing directions while dashing.

Try to upgrade your sword if you haven't done so yet. Also, try to buy a Bow and 10 arrows. You can't buy more arrows than what you currently have since your current container is limited. There is an NPC that will increase your arrow container with a price; we will meet her later on.

There is a well in the southeastern corner of the village where you can throw 20G in exchange of some random item. There is a chance that you can get a Life Shard here but you'll need to throw away a huge amount of money in the process. Leave the well be for now.

Next head to Dotnia Castle and talk to the left gate guard to obtain a Red Letter. Head back to the village and talk to the girl walking near the potion shop. She'll give you a Blue Letter. Go to Inventor Dic's house and talk to the guy walking behind it to receive a Yellow Letter. Head back to the potion shop and talk to one of the yellow haired girls there (the girl you're looking for is walking to and fro the potion shop and near the inn) to receive a Green Letter. Now head back to the castle gate and talk to the guard that started this quest chain. He will reward you with a Life Shard.



There is also a minor conversation event by talk to the guard beside the one that gave you the letter quest. Just answer No, Yes, No, No for a brief amusing dialogue.

Now you should be ready to head to the next temple. Backtrack to where the Grass Temple is then head west. Continue north to spot a flight of stairs. Ignore it for now, go to the left instead to find a cave. Inside is an NPC that will increase the max number of arrows you can carry. If you spent some time farming gold (using the method described in this guide earlier) then you should be able to increase your quiver capacity to at least 30 or 60. You can only expand your capacity up to 99. Once done, exit the cave then backtrack south. Head left and you should find another set of stairs. Take it and continue west to the next screen.



Go west a bit and you should see another cave. Enter it and talk to the pink-headed NPC there to obtain a **White Sticky Stuff**. Examine the corpse to the left to get a **Hero's Soul**. This is a continuation of the event back in Raejack Inn, about the guy that wants to make a [3D mech game](#). That same NPC is the top-left guy so talk to him to continue with the event.



Exit the cave, go left then up until you find a lone house by the woods. Enter **Wardna's House** and talk to the Sign Master to the left (beside the fireplace) to start a sidequest where you need to find the signboards the legendary Sir Signe left behind. The first sign that you probably encountered will be the one in the hill before bridge leading to the Sacred Forest. In any case, this guide will cover all signs that you'll encounter, as well as the reward(s) you'll get for finding them all. Go up and buy some Candles from the shop there. If you need to quickly restore your health, you can rest here as well. Exit the house and continue to the northeast. Go through the dead tree to reach the **Forest of No Return**.

~ Forest of No Return ~

Switch to your Parallax magic and use it on the large magical slate to the left. This will reveal a path through the maze of the forest. If you strayed off the path, you'll find yourself in the entrance again. Follow the directions below to obtain the items in the area as well:

- From the entrance, go UP, RIGHT, UP, LEFT, LEFT, UP to find a chest containing a **Small Block**.
- From there, go DOWN, DOWN, DOWN to obtain a **Magic Up**.
- From there, go UP, LEFT and UP



Talk to Sage Indigo, then go up to reach the Forest Temple.

~ Forest Temple ~



Go right from the entrance and use Parallax to get a hint. Return to the entrance and push the statues over the correct buttons. The ones that you don't need to press will be the top left and the middle-right buttons. Go up after the door opens. This is where you can use a candle to light your path but you don't need to use it right now since there aren't any pits here or hidden treasures. Just destroy the enemies then continue north to the next room.

Be careful of the two traps on the north wall that shoots arrows. Take note of the cracked wall to the left which can be broken down using a bomb - which you don't have at the moment. Continue to the right for now. Upon entering the next room, do not move yet. There is a new trap here that will trigger as soon as you walk right in. You can just dash in the middle of the room then swing your sword around to destroy any nearby enemy. Or you can simply use your boomerang since these bats can be killed in one shot. You don't have the key for the door to the north for now so head to the right first. Use a candle here from your menu, then clear all enemies. There is another cracked wall up north that you must take note of. Find the chest containing the **key # 1** inside a chest to the southeast part of the room.



Return to the previous room then go up this time. Before you move, take note of the arrow traps to the north. These traps fire only in a single line in front of them so you can lure the enemy and destroy it in the parts of the room outside the traps' LoS (Line of Sight). You can also use your shield to protect yourself from the arrows. Use your boomerang to activate the button. Go left this time. Careful traverse the room with your shield up. You can destroy the enemies safely from a distance using your arrows or spin-slashing your sword. Enter the room north and destroy all enemies to obtain 100G. Go back to the previous room then continue to the next room to the left.

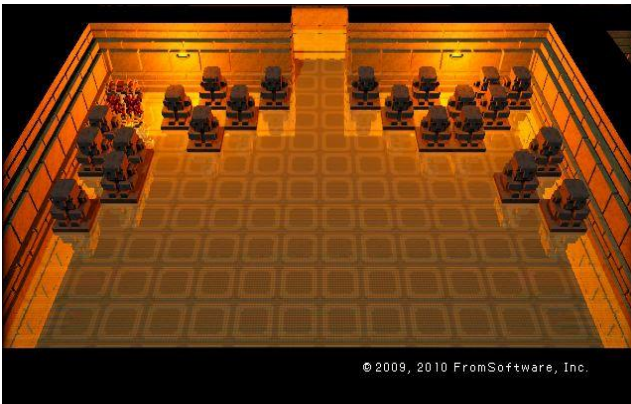
Use the Parallax on the stone tablet in the upper right corner of the room to reveal the buttons you need to press. Move the statues from the right to the correct buttons then go down. Use another candle here, then push the middle block down then the block beside it to the right. Obtain the **Temple Map** from the chest. Head west this time. Watch out for the traps again, then kill all enemies to unlock the doors. Go south this time. Solve the puzzle using the instructions in the image below. Obtain the **key #2** from the chest. Go back to the previous room and defeat all enemies again to unlock the doors. Continue to the right this time.



Clear this room first then push the blocks so they're over the buttons. This will reveal the chest containing 10G and unlock the door as well. Go up to enter another dark room. The pedestals in the middle shoots projectiles so quickly and carefully move to the western door. Use your key to unlock it. In this room, use your Parallax to reveal the pattern. Arrange the statues over the switches marked with a O. Go south this time.



Obtain the Bombs (x3) from the chest in the middle. Backtrack by going up, then right (dark room) then right again. Place a bomb on the wall to destroy it. Go north and obtain **key #3** from the chest. Backtrack down, left (dark room), left, left then down again to find another room filled with statues. Move the statues to the right so the button is pressed. This will make a chest to the northwest corner to appear. Move the statues again to reach the chest. Obtain the **Boss Key** from it. Go north twice and step on the panel to activate the escape portal.



Return to the entrance then go north twice, then go right twice again. In this dark room, bomb the cracked wall up north to reveal another room with two chests. Obtain a **Small Block** and x3 **Bombs** from them. You can't open the red door yet so backtrack to the entrance. Restore your HP if you need to. Save the game and get ready to fight the boss.

BOSS: QUEEN BEE



This battle is a lot easier if you start with full HP and you maintain it that way. Attacking the boss aggressively will bring you no good. First off, you need to learn its attacks. It releases a volley of projectiles that you must avoid. Just run side by side so you won't get cornered by her attacks.

If you see one or more of her bees separate from her, make sure you get ready since they'll charge towards you. Spin-slashing at the right time should do the trick. While you're at it, try to learn her movement pattern. You can then put a bomb along her plotted path. If done correctly, this boss will be temporarily turn over her belly, her bees gone and vulnerable for a few seconds. You can also push the bombs for at least two seconds after laying it. Do this if you need to change the bomb's position before it goes off. Just repeat the process as needed and you'll win this battle easily. You'll obtain another Life Up from this battle. Make sure to gather all the coins before they disappear.

Continue to the north to get the Green Orb. Grab the Wind Wing from the chest as well. Exit the temple and talk to the Sage Indigo outside the temple. You'll receive a new magic: Shader Magic: Reflect. This is a very useful spell that will reflect enemy spells towards them. Go to the right to return to the forest entrance. Go south to exit the forest.

Tip> Avoid wasting your bombs by checking your equipped item/skill before pressing that O button! It will be a good idea to cycle to your Boomerang after using a bomb.

You can play Block Defense by talking to the NPC inside Wardna's House near the forest entrance. Winning this mini-game will net you 100 gold while clearing it perfectly will reward you with a **Small Block**. The rules will be explained before you start the mini-game. You can also check this guide's little overview [section](#) for this mini-game. Talk to the NPC beside the merchant and he'll mention that there's a bat-maker in Raejack Village. Exit the house.

Return to From Cave and take the stairs south. Continue down and you'll find a peculiar looking wall. Bomb it to reveal a cave. Go inside and obtain a free Life Shard.



~ Raejack Village ~



Head back to Raejack Village. To make it easier for you, save your game in the world map and load it. You'll start again in the castle entrance. Go to the town plaza near the blacksmith and shop. Talk to an NPC there that will mention that he can make a bat if you give him good wood.

Return to Wardna's House and talk to the man that mentioned the bat-maker earlier. He'll give you a hint that there is a good wood in the Forest of No Return. Head there and follow this path: Up, Right, Up, Left, Left, Down, Left, Down, Down. You'll then get a message about a tree with holy aura. Select YES to search and obtain the **Holy Wood**. Save your game and load it again to return to the castle entrance. Return to Raejack and deliver the Holy Wood to the bat-maker. You'll receive the **Wood Bat**. The parameters and potential of this weapon is not bad though I'll suggest that you stick with the Ancient Sword for now, since its Pierce parameter is invaluable.

While in town, upgrade your sword as well. Bombs will sold in the shop now as well. Try to buy the budget packs whenever you can; they'll save you gold in the long run.

When done, head to the next area. From the castle, go east and cross the bridge. Go down and grab the **Sleeping Bag** from the chest. Continue south and follow the path around. Continue north and you should find a chest containing a **Magic Up**. Backtrack to the desert entrance and head east.



~ Nuntra Desert ~

Take the first staircase and head east. You should find a chest containing 100G. Backtrack to the stairs and head north this time. Go up the stairs and go east to find another chest containing a **Small Block**. Backtrack and continue south, then east. There should be a small set of stairs north. Take that and find a chest to the northeast containing 1G (awesome!). Continue forward and follow the path as it turns north, then west to the grassland then finally north to the new area.



~ Vatar Highlands ~

Go to your immediate rock and bomb the boulders there to create a path. Continue east then use the stairs to the north. It will lead to a chest containing a **Small Block**. Continue to the next area.



There should be a chest behind the bushes to the left but you can't reach it for now. Continue east a bit then take the stairs north. You should find some wooden poles and a signboard saying South: Nuntra Desert. You need a special item to use the wooden poles to traverse across the gaps. For now, follow the narrow paths until you find the exit to the southeast.

~ Ortego Village ~

You've reach Ortego Village now. There will be sidequests and mini-events that we can check before heading to the Desert Temple. Head south then west to find the village entrance. Before you go there, continue west first then north. You should spot a chest up north that contains a **Small Block**.



Talk to the NPC walking near the entrance to start the first sidequest here. He'll mention something about a great dancer in Raejack. Select YES to accept his request.

Enter the first gray house to the upper left of the village entrance. A man there will ask for 100G. Give that amount to him. You need to repeat this process twice more (total of 300G) and he'll give you a **Life Shard**. You need to sleep at an inn (using a sleeping bag won't work) to force him to "refresh" and borrow gold from you. There is no inn in this village so you need to use that facility on other villages.

Right of the entrance has a potion shop and a woman that will allow you to play [Blockout](#). This is pretty much like Arkanoid or other similar games. Clearing the 5 stages will reward you with a **Life Shard**.

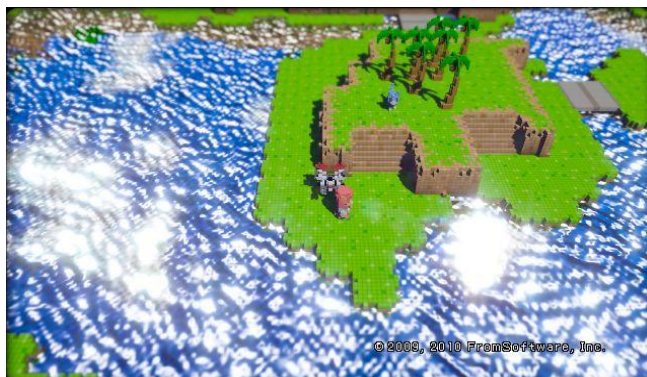
While in the potion shop, buy a full stock of **Wind Wings** if you have the cash. This will be very handy in making your travel faster. Exit the potion shop and go left then up to find another house. Grab the **Life Shard** from the chest inside.

Tip> Ortego offers the cheapest Wind Wings compared to other shops/ merchants so buy a lot from them whenever you can.

Exit the house then continue to the east part of town. Talk to man beside the lake and buy an **Empty Bottle** for 100G. Next, Talk to one of the three people south for an event. Enter the house to their right and talk to the man to start another sidequest. He'll give you a **Water Jar**.



Now its time to complete some of the quests. First, use your Wind Wing to fly to Raejack Village. While there, rest at the inn to “reset” the event with the guy that borrowed 100G from you. Go to the far north of the village to find two girls standing near the house. Talk to them and tell them that someone in Ortego is hiring dancers. For now, head to the castle area then go east past the Fairy Spring and examine the **special signpost** in the hill. Go south this time to reach Cornelia Village. (If you managed to discover this village earlier, you can just use your Wind Wing to go there). Just jump off the ledge south of the castle instead of walking around. Upon reaching the village, talk to the girl walking near the entrance to learn about her request to be taken to a spa. Then, head south and talk to the woman walking near a blue cat and some palm trees. She'll give you water that the man in Ortego is craving for.



Finally use a Wind Wing to return to Ortego. Talk to the old man that requested for dancers to receive your reward (**Life Shard**) He should be located to the right of the potion shop. Deliver the water to the man and receive yet another **Life Shard**.

That should be all the extra stuff that you need to do here; its now time to move to the next temple. From the village, take the road southeast for the village to the next area. The area has some moving sands which will carry your character along the direction their moving to.



Take note of the landmarks; going through the sands between two cacti will allow you to take you south while going though between the boulders will take you north. First, go through the first couple of cacti and you'll end up in the small patch of land between two boulders and two more cacti. Instead of taking the next couple cacti, go left this time. Take the stairs down and you'll find a cracked wall to the upper left. This is a secret entrance but you don't have any way of crossing it yet. Just bomb it open for now, then continue to the south. There is a chest to the middle left but again, it's unreachable at the moment. Take the path to the southwest and you'll find another area with moving sands.

There will be two chests here; the only one you can reach for now will be the one to the right. The one to the left surrounded by boulders can't be reached for now, until you get that specific item that lets you grapple to those wooden poles. In any case, ride the topmost right sand to reach the chest to the right. It contains 100G. For now, backtrack north until you reach Ortego Village, then take the southeast route again. Ride the moving sands through the twin cacti markers and you'll eventually reach the inn to the southeast.



~ Candata Inn ~

This is the nearest inn in Ortego. If you wanted to rest here, notice that the innkeeper will charge you with ridiculous fees. Just keep saying NO three times in a row and he'll charge you with the normal 5 gold per night.

There is also another mini-event here where you can get free money: talk to the white (old) NPC in the upper-middle of the room to learn about a secret. Next, talk to the blue NPC in the upper left corner, then to the girl (pink) NPC beside the innkeeper. Talk to the NPC to the lower left this time, then to the boy NPC in the upper right, by the bookshelves. Finally talk to the first NPC that started this chain to get 100G.

The boy by the bookshelves will mention about wanting to eat fresh fish while the old woman in the next room will warn you about the stone monster that's protecting the Desert Temple.



~ Nuntra Desert ~

That's all there is in this place for now; head outside then continue south of the inn. This will another area with moving sands. First, take note of the lone cactus to the right. Ride the sands south of it and you'll end up near the chest. Grab the 10G from it. Next, ride the sands to the leftmost side to return to the starting position. Go through the cacti this time and you'll end up to the southwest part of the area. Go south to the next area, then south again to find another area with moving sands.

Ride the middle strip of sand to reach the reddish patch on the ground then ride the strip directly under the one you just took. Don't bother bombing the boulders here. Continue to the far right and you'll find yet another cracked wall. Bomb it open to reveal a Fairy Spring. Heal if needed, backtrack a bit then take the stairs north. Go left this time to find two strips of moving sand and a chest to the left. Take the leftmost strip to reach the chest that contains a **Magic Up**. Jump off the ledge directly to the south of the chest, then backtrack to the stairs, then take the rightmost strip of sand this time. Go downstairs then follow the path until you reach two destructible boulders. Bomb them then enter the temple.



~ Desert Temple ~

[B1] Bomb the wall up north. Be careful not to fall through the pits then go to the left. Bomb the northern wall then go to the next room. Inside is an old man that will upgrade your Bomb Sack for 200G. This will enable you to carry a maximum of 20 bombs. He will just upgrade your sack once though. Go back to the previous room, then step on the ominous looking tile in the middle. You'll fall to B2.

[B2] Kill all enemies inside the room to unlock the doors. Prepare your Reflect Magic then go west. You'll find a couple of magi in the next room. The only way to kill them is to use your Reflect Magic. Just stop moving and wait for them to fire their projectiles. After killing them, step on both switches and grab **key #1** from the chest that will appear. Go to the previous room then head north this time. There are arrow traps and pits here so carefully move to the right. The next room has some moving sands you can ride, as well as a chest. To reach the chest, ride the lower strip of sand to the right, then take the second strip from the exit to go down to the chest. Obtain 100G from it. Make your way to the right this time and use your key to access the next room. Kill all enemies inside and go upstairs.



[B1] Be careful of the sandtraps that will make you fall to the pits. Clear the room to open the door. Prepare your Reflect Magic again, then go to the left. Kill all magi first then grab the **Temple Map** from the chest. Use your Boomerang to hit the switch to open the door north. Go to the next room to find another set of moving sands.



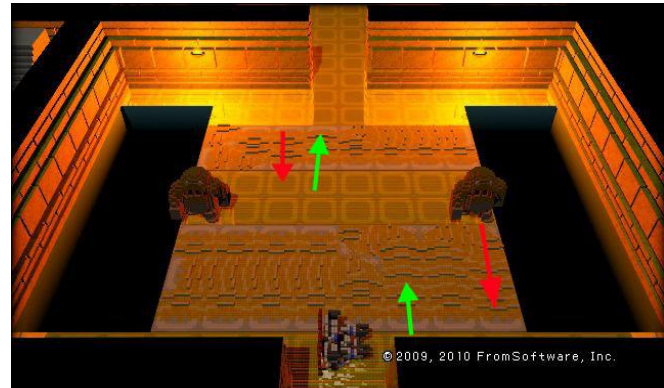
Bomb the wall north and grab the **Small Block** from it. Head to the left this time. The next room has four traps that fire unblockable projectiles so just avoid them and go north. In this room, you'll find four tiles to the north. You need to step on the leftmost tile and fall. Falling through the other tiles will just damage you. You can just ignore the door to the left for now since you don't have the appropriate key yet.

[B2] Clear the room and take note of the door traps. Quickly move to the next room east. Kill all the scorpions inside to unlock the door. Equip your Reflect Magic again then go to the next room. Kill all the magi first. You can't reach the chest for now so go south this time. Clear the room, then push the movable brick to clear the path. Go upstairs this time.

[B1] Again, be careful of the sandtraps. Fight your way through the room and continue to the right. Kill all enemies in this room while taking extra caution from the arrow traps. Equip your Reflect Magic, then continue south. Kill all the magi in this room, then use Parallax to reveal the correct switches. Push the three movable statues to the correct switches then go down to the next room. Clear the enemies in this area again, equip your Reflect Magic then step on the tile to go down to B2 again.



[B2] Activate your Reflect Magic as soon as you land then stay still. Those magi will take care of eliminating themselves. After that, switch to your Boomerang then hit the wall button. Continue north to find yet another tricky sand room. One wrong move and you'll end up to the pits. Continue north, then clear all enemies in the room. Grab the Wire Rod from the chest that will appear. This is the item that you'll use to grapple those wooden poles that annoyed you earlier. Go back to the previous room. (Refer to the red arrows in the image) Then continue south.



Kill all the magi again, then use your Wire Rod to cross the pit. Continue to the left. Grab the 100G from the chest to the left then go upstairs.

[B1] Grab the 100G here (left image) then go left. You'll be back near the entrance of the temple. Equip your Reflect Magic, then go up this time. Kill the magi then use your Wire Rod to get **key # 2**. Go up then left to the projectile trap room. Carefully and quickly run to the left and use your key to open the room. Use Parallax magic again to reveal the hint in the magical slate. Go down to the next room. This is yet another sand riding room.



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[B2] Step on the panel to activate the portal outside. Before facing the boss, bomb the wall to the right. Kill the magi inside, then move the middle-right and lower-left bricks over the blue buttons and to open the door. Go down, kill all enemies again then fall through the second-from-the-left tile.

**BOSS: GIGA GOLEM**

Starts by using the following attacks: straight laser, 90 degree laser sweep, hand crush (shockwave). Hack him from a distance, while avoiding getting caught in its LoS (line of sight). After getting rid of legs, attack its arms until both are destroyed. It will continue using laser sweep and hand crush attacks while in this form. When both arms are destroyed, attack the blinking block in the middle. When it jumps high in the air, get as much distance as possible to avoid the large area shockwave produced when it lands.

Use dashes to avoid getting cornered. Move in circles. If you have a lot of Bombs, use it to your advantage. Bombs deal more damage and will ensure that this boss goes down faster. Lay it while its shooting its beams or just before it lands.

Grab all the coins first then the Life Up. Go up to obtain the **Orange Orb**. Grab the **Wind Wing** from the chest as well. Exit the temple and use the Wind Wing to return to Candata Inn.

~ Candata Inn ~

Talk to the old lady that warned you about the stone monster earlier. Apparently, this old woman is the third sage, Octane. Obtain a new spell from her called **Normal Map**. Your next objective is the Aqua Temple but like before, there are tons of stuff you can do first before going there. The NPC near the sage will now allow you to play another round of Block Defense. Now you have the Wire Rod, you can now get those pesky chests that eluded you up until now.

~ Nuntra Desert ~

Exit the inn and make your way to the west to reach the chest surrounded by boulders. First, you must place a bomb on the moving sand in front of it, then ride the leftmost sand strip. Quickly use the Wire Rod to grapple the wooden pole beside the chest to reach it. Obtain a **Life Shard** from it. Now ride the sands northwest of the Candata Inn and make your way to the west this time, then walk around south, east then north to find two wooden poles and a chest. Obtain a **Small Block** from it.



Backtrack a bit to the cave to the northwest that you bombed open a while ago. Cross the gap, then move through the corner with arrow traps, then cross the hallway full of moving floor traps. When you reach the next room, there will be golems and an ogre that you need to defeat. Use the combination of spin-slashes and laying bombs to defeat them all. The easiest way however, is to use your Normal Map spell. Using it in the middle of the room while swinging your sword around will quickly destroy all enemies in a few seconds. Head north and open the chest inside for a **Holy Sword**. This is the best sword you can get at this point of the game so make sure you fully upgrade it. This sword can be upgraded as well to have Beam and Pierce. For now, head back to Ortego Village.

~ Ortego Village ~

With the [Small Ring](#) in your possession, talk to the orange girl walking around the second house to the northwest of the village entrance. You'll obtain the [Bestiary](#) from her. Remember that the monsters you fought won't get recorded to the bestiary automatically. You need to keep hitting them with the book until they get registered. That means you need to fight the bosses you defeated before. Next, go to the northeastern side of town and talk to the NPC in front of the large house in the middle to trigger an event. You'll obtain the **Ultima Book** from this event. For the next part, make sure you have at least 2000G. If you're short, use the [gold farming method](#) mentioned early in this guide. Next, use a Wind Wing to fly to Cornelia Village.



~ Cornelia Village ~

Go south of the village and go where you obtained the water from the woman with a blue cat for a quest in Ortega before. Walk around north of the trees, then go east and use the Wire Rod to reach the house. Grab the **Empty Bottle** from there. Go north of the house this time and walk around to find a chest containing 10G. Continue southwest this time to the next screen, then go south to reach the coast.

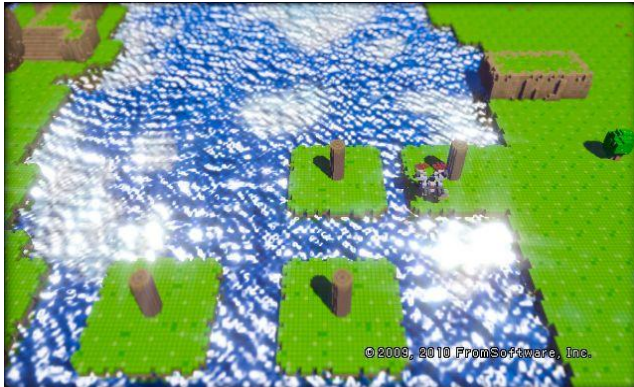
~ Gilgamesh Beach ~

Take the stairs to the left and find one of Sir Signe's **special signposts** to the southeast, by the cliff. Now make your way to the east this time until you reach the next area. This is practically a dead end. However, just follow the coastline (grab the 10G from the chest along the way) and you'll eventually reach lone merchant and a chest containing a **Life Shard**. The best thing is that this merchant sells a **Silver Ring** (2000G) and a **Claymore** (1000G). The Silver Ring reduces damage taken from enemies, which is really invaluable in your adventure. You can also buy the Claymore to add it to your sword collection but if you can't afford it, prioritize getting the Silver Ring at least. Once you're done, use a Wind Wing to return to Dotnia Castle.



~ Palarice Riverbed ~

From the castle, go east to our farming area beside the river. Cross the bridge east then go north to the next area. Go up a bit then go left in the middle of the area find some wooden poles across the river. Grapple past them until you reach the other side of the river. If you continue north, you'll find a chest containing a **Small Block**. Enter the cave and you'll find **King Block**. You can grab 2G from the chests behind him. (Such a waste of treasure chests, really)



King Block and Small Blocks

He will trade various swords for you if you collect small blocks for him. These blocks are hidden in several treasure chests in the world map or in different dungeons. You can also get blocks as rewards from mini-games. If you want to complete your collection of swords, you'll get most of them from him.

You have a slightly better sword at the moment so I suggest keep your stock of small blocks for now. You can just visit him later if you have more blocks so you can afford the stronger swords. In any case, leave King Block after your business with him, then cross the river again. Head north this time to find a set of stairs leading to the Sukaboko Highlands. There is a Fairy Spring behind the cracked wall to the left so clear it open and use it if you need to. Go upstairs and use your Wire Rod to cross the northern part of the area. There is also another **special signpost** here so make sure you read it. Continue north to the next area.



If you go right you'll be in the volcanic territory of Klovis and you'll immediately find a small shack there. Visit it first for a quick detour.

~ Jim's Shack ~

Talk to the man near the fireplace to get a **Spa Powder**. He'll only give this to you if you spoke to the woman back in Cornelia that wants you to take her to a spa. Next, talk to the old man beside him. This is the Raejack bat-maker's rival. He'll give you a hint about somebody in Colneria that wielded the bat he created. The girl beside the chicken needs some Firewood.



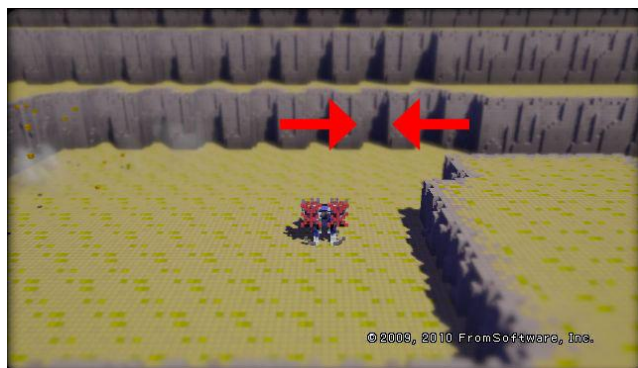
There is also an inn, a shop and a merchant that sells Blue, Green and Red keys for 1000G each. Mind you, these keys can only be used *once* per door only. In case you forgot, colored keys are necessary for opening those locked colored doors in the past dungeons you've cleared. I suggest keeping your money for now and wait until you find all the special signposts. Finding all 10 will net you the **Super Key** that will enable you to open ANY colored door. If you're following this guide from the beginning, you might have found at least three signposts (1/2/3) as of this writing. We're in a process of doing that since after we get the next item in this little detour adventure, we'll be able to access all the signposts. Getting the key will save you from wasting your money and will allow you to get past any colored doors you'll come across from thereon.

The kid near the shelf can have you play Block Defense but you can't do it for the meantime. The old man in the next room will warn you about the Flame Temple (which is NOT our next objective by the way) and the man beside him will tell you that he's looking for a legendary armor.

That's all there is for now. Exit the shack and go back to the previous screen to the left. (There is a cracked wall in the deadend path, southeast of the shack. If you blew it open and talk to the NPC inside, she'll take 20G from you. I am not sure if there's anything special in doing this other than wasting a bomb and getting extorted)

~Sukaboko Highlands~

Cross the other side using your Wire Rod. Continue to the left and you'll find an area with Centaures and rolling boulders. Just stay down and clear any enemies you find along the way. Continue down to the next screen. Continue down and you'll find a **Life Shard** from the chest. Backtrack to the previous area and head to the right. Clear the enemies nearby and enter the hidden portal as shown in the screenshot below. In the new area, follow the path and you'll need to face several high level monsters. You need to be careful of the falling boulders too to avoid unnecessary damage. You can just run past them and head for the chest upstairs. Remember to use the Normal Map spell when you find yourself surrounded. You'll obtain the **Anchor Rod**, This is an upgraded version of the Wire Rod and can reach longer distances. Now follow the path to the southeast to find a red tile. Step on it to be transported outside. Examine another **special signpost** there.



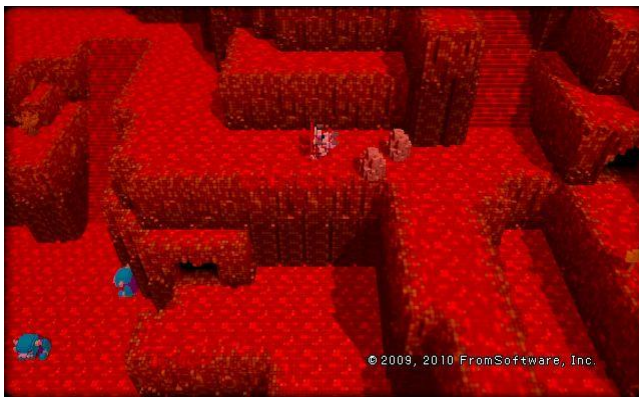
Signpost Hunting (SPH)

This section of the guide will focus on hunting the remaining signposts (6 of them if your following this guide) before tackling the Aqua Temple. If you want to do this later, just click the link provided to jump to the Aqua Temple walkthrough. Before heading to Aqua temple, at least head to Cornelia first.

~ Klovís ~

SPH 1. After exiting the secret warp point, go back to Jim's Shack then go north. Follow the path around the mountain until you reach the exit to the southeast. Don't forget to grab the **Small Block** from the chest after the stairs before the exit. Head to the next area.

Traverse the stairs, while taking caution of the falling boulders. (You can use your shield to block them off). Continue following the only path until you reach two indestructible boulders up north. Jump off the ledge then enter the cave below. When you exit, jump down again, enter the cave and grab the **Small Block** at the end of the path. Jump down off the ledge again and backtrack to the first cave you entered.



After exiting, don't jump off the ledge; instead continue east, past some Centaures and more boulders. Take the stairs north until you reach the top. Jump off the ledge south and use the Anchor Rod to cross. You should immediately see the signpost we covet though we can't reach it yet. Continue upstairs north for the meantime until you reach the top, then jump off the ledge again. Enter the cave this time.



Upon exiting, go upstairs north again then jump off the ledge to the right. Enter the cave again, and jump off the ledge again after exiting. There will be two caves here. The left one leads to the **signpost**.



After examining it, backtrack then take the cave to the right this time. Obtain **Awesome Bomb** from the maze. If you follow the stairs, it will eventually lead to the [Flame Temple](#). There is a cracked wall to the left has Fairy Spring. You're done for now, so let's fly back to Cornelia first.

~ Cornelia Village ~

Talk to the girl in Cornelia's entrance to hand over the Spa Powder and to get 100G as reward. The Fourth Sage, Ohtu is located in the lone house, northeast of the village. You can go over there and talk to her if you want. That's all there is for now. Go west this time.

~ Lake Garland ~

Continue to the west then south. Grapple the poles to the south and get a **Small Block** from the chest. Backtrack a bit then continue to the left. Follow the path. The cracked wall here only leads to an informant. Continue to the south, grapple through the poles until you reach the wide patch of land. The path to the right leads to the Aqua Temple while the next screen down leads to the next signpost.

Continue down and you'll notice some red tiles. The bomb-able cave to the left has a Fairy Spring for your convenience. Take the first red tile to get transported to an island. Follow the path around, the jump off the ledge. Examine the **signpost** and bomb the cracked wall open to get a **Life Shard**.



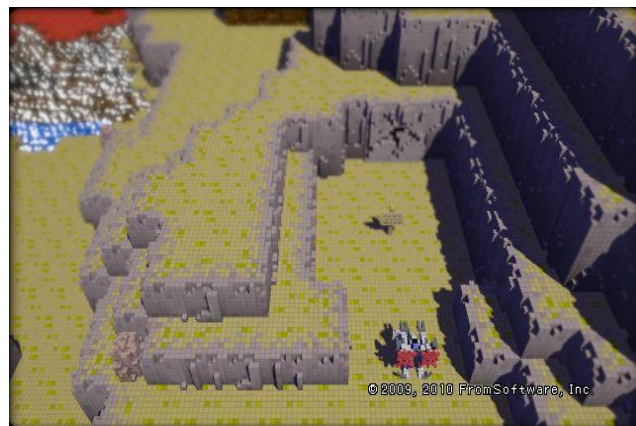
To get the **Small Block** from the chest in signpost island, take the following tiles: (from the signpost island) top right, jump down to the left and take portal, take portal to the top left. That's it for now, you can just head to Candata Inn next.

~ Nuntra Desert ~

Head south from the inn and make your way to the southeast exit to reach the next area. It will lead to the next signpost beside a bomb-able wall. Blow it open and talk to the monster inside to get 100G.



~ Vatar Highlands ~



Fly to Dotnia Castle, go east past the river, then to the desert. Follow the route around the desert until you reach the Vatar Highlands to the north. Go east twice and you'll end up in the little maze with wooden poles. This is the same area you tackled on your way to Ortego the first time. The chest in the middle of this maze contains a **Wind Wing**. Grab it if you want, then go north of the area, follow the path around to the east until you reach the desert area. The signpost should be immediately visible up north, next to bomb-able wall. This hole leads to another extortionist so don't bother talking to her.

Go east a bit then enter the cave to the north to find a **Life Shard** from the chest. Continue to the east and it will lead you to another bomb-able wall. You'll find a wishing well inside. Next, fly to Wardna's House this time.

~ Brilord Plains ~

Go inside Wardna's House and talk to the signpost NPC inside to receive your reward (**Life Shard**) for viewing at least 5 signposts. Talk to the guy in the next room near the bed to get a **Firewood**. Deliver this to the girl in Jim's Shack to get a **Spa Egg**. Make your way to From Cave and talk to the guys inside to update an ongoing quest ([3d Mech Game](#)). From there, go east to the next area then continue south to reach the wastelands.

~ Aldo Heath ~

You'll find Fina's Inn to the east. There's nothing much to do here yet at this point. Continue southeast the inn and follow the path. After grappling to the west, you'll find two paths: middle-west or south-west. Take the south-west path this time. In the next screen, go straight down until you reach the bottom area. The **signpost** should be barely visible. Use the two wooden poles as markers.



After reading the sign, continue to the east this time to the next area. Make your way to the north and take the stairs to the northeast. This will lead to a bomb-able cave in the northeast corner which is another **Wishing Well**. You have no way of getting the chest here for the meantime so backtrack to the stairs then continue west this time to the next screen.

Follow the path around and grapple to the west to reach a chest that has **Small Block**. Walk around and grapple to the pole west of the chest. Follow the path north, then go left of the skeleton to find another pair of poles. Grapple to the west then go up to find a cracked wall. Bomb it open and get the **Life Shard** inside. Backtrack south, take the stairs down then continue north to the next area. Continue north and grab another **Small Block** from the chest.



Use a **Wind Wing** to go back to Fina's Inn. Head to the west this time. Continue to the west and bomb open the cracked wall to the north. Talk to the monster inside to get 100G. Take the narrow path to the northwest and it will lead you to another chest containing a **Small Block**. Now its time to find the final signpost. Travel to **Raejack Village** this time.

~ Bortre Forest ~

Travel west to the **Forest Temple** and take the stairs northwest of it (near the cave that has an NPC that will upgrade your arrow quiver) to reach the next area. This area has some floating clouds that will attempt to zap you; just keep moving around to avoid getting hit. Follow the path around. Before exiting to the next area, take the stairs to the northwest and grab the **Life Shard** from the chest.

~Mt. Saber~

Cross the waters north, then go upstairs north. Grab the **Small Block** from the chest. Continue going upstairs and find another chest containing a **Life Shard** beside the last set of stairs. Fight your way to the west to reach the next area.

Tip> Gold Farming # 2

If you change screens by going left and right, you can always make blue Centathrows to spawn. Its easier to deal with them with full health so you can easily destroy them at a distance with your sword. These guys drop silver coins and gold coins quite often. Sometimes, ordinary Centauses will appear. If that's the case, just change screens again until the Centathrows appear. Make sure to use a sleeping bag nearby for convenient resurrections. You can easily make max money (9999) here in less than an hour! There is also a Black Knight here that you can add to your bestiary.



You'll find some strips of moving sands, a red tile and a chest. Drop a bomb and push it to the sand strip so it will clear the spaces that will allow you to jump from the ledges and to clear the path as well. Continue north then grapple your way to the west. There is another chest with a **Small Block** to the northwest.

Go south for a bit and you should spot the last signpost along with a golden turd-like Bacura Rock. Strike it several times (I'm not sure how many but I kept hitting the damn thing until it got destroyed) then read the signpost.



That's all the signposts so far. Travel back to Wardna's House. Talk to the guy that gave you the quest to obtain the *Sign Master* title and a **Magic Up**. He will ask you find your namesake's signpost somewhere in the world. Fly to Raejack Village and examine the signpost in the plaza to obtain the much coveted **Super Key**.



Again, you have two options here; proceed to the main story and proceed to the Aqua Temple. OR, follow the next section of the guide and open the colored doors we have encountered so far. Use the maps for individual temples to locate the locked colored doors.

Grass Temple	Red Door: Life Shard
Forest Temple	Red Door: 100G, Magic Up
Desert Temple	Green Door: Life Shard

~ Izanami Riverbed ~

Optional: Resupply as needed, then exit to the next area through the path northwest of Raejack Village. Destroy the boulders using your bomb then follow the path around to the northeast. Grab the **Wind Wing** from the chest by the cliff. Follow the path around to the west. Bomb open the cracked wall to the northwest corner to find another **Life Shard** inside. Follow the path to the northeast and grab the **Small Block** from the chest. Continue north to the next area.



~ Nialliv Valley ~

Continue east, grab 100G from the chest (you'll sustain damage just by stepping on the oddly patterned ground; move to the chest, open it and leave quickly!). Find a bomb-able wall to the right. It has a locked red-door so you can't explore it for now. Continue upstairs north and grab the **Magical Bag** from the chest to the right. There is another cracked wall up north which leads to what seems to be the game developers' room - in pixelated 3D form. You can try the two cheat codes the soldier NPC tells you.

Continue to the east and you'll find Hotel Nialliv. Dic the inventor's grandson is here, and an NPC that will let you play another version of Block Defense (though you can't right now). Talk to the NPC beside the bed to obtain a **Falcon Ball**.



If you're following the guide at this point, you should have at least 20 Small Blocks collected. If you want, you can trade it now for the Excalibur, a very excellent sword with massive Strength and pre-upgraded Spin parameter. Fully upgrading the strength level of this sword will immensely help you in exploiting [Gold Farming method #2](#).

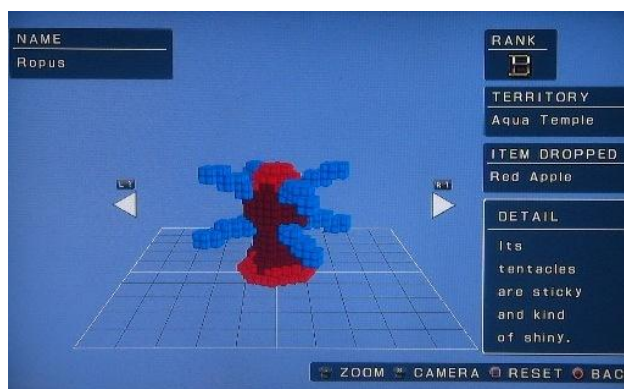


When ready, we're off to Aqua Temple!

Now we're ready to tackle the next temple. If you remembered the path we took earlier to get to the signpost in Lake Garland, you'll just need to head east this time to reach the temple. From Cornelia Village, go west, then grapple your way south, then continue heading east to reach the next area, then south again to the next area. The temple should be immediately visible after that. Grapple your way south, then follow the winding path until you reach the temple.

~ Aqua Temple ~

[B1] After your fairy gets snatched, continue north to find a couple of green floor buttons. These are timed; you need to press them both and run to the next room to the west before the timer runs out. Step on the button to the right first, grapple the wooden pole, activate the second switch and run past the door to the left. Be careful of the tentacled Ropus enemies here since they can drain a LOT of life and magic. If you're trying to record them in your Bestiary, kill all of them except one and keep your distance while thrusting with your book. (If you have the Excalibur, then you can kill these enemies with one hit).

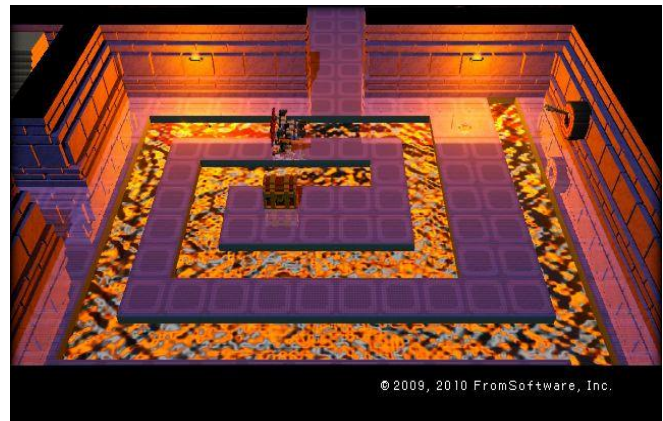


Continue down to the next room. For this puzzle, you need to hit the target with an arrow. Refer to the screenshot below to know the right spot to hit a bullseye on the target. Grab **key #1** from the chest that will appear, then return to the previous room. Unlock the door to the left and continue to the next room. There will be movable blocks here. Just refer to the screenshot below on how to solve it. You can bomb the cracked wall open but you can't proceed there yet so ignore it for now. Continue north to the next room then go downstairs.



[B2] Go up to the next room. Here, you'll encounter new enemies called Shadows. These guys will continuously shoot you when you're in front of them and will mimic your every move. Destroy them by spin-slashing. If you want to book them, carefully position yourself out of its LoS (line of sight) then hit them with your much larger book. Don't forget that your shield can block their projectiles! Defeat both of them to unlock the door and go north to the next area.

Kill the mage in this room (use Reflect), step on the button to the left, grapple to the pole to the right then step on the second switch. Take the door to the right. In this dark room, carefully exit down and down again through the room with arrow traps. You'll reach a room with another target. Step on the tile shown in the screenshot below to get the bullseye. Grab **key #2** from the chest that will appear, then go to the left. Go upstairs.



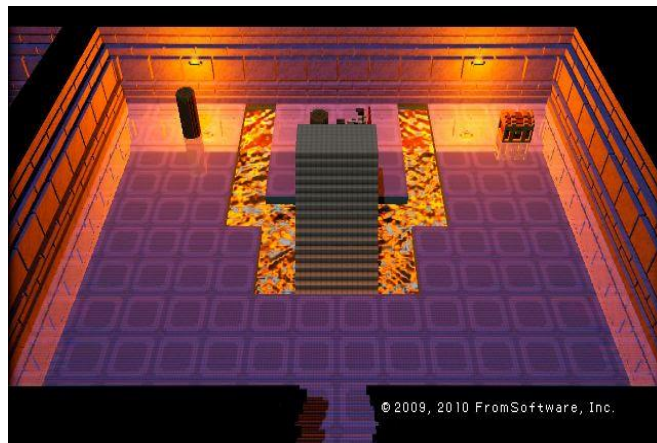
[B1] Go down to the next room and enter then bombed wall to the left. You can kill all the magi or just escape from them and go downstairs.

[B2] Use your key and continue north to the next room. There will be more Ropuses here as well as arrow traps so carefully make your way to the left. In this room, you'll need to kill all enemies. You'll be introduced to a new enemy called Death Eye as well. This fella can stun you for a few seconds if you run into its LoS (line of sight) then will shoot you. There is no way of avoiding damage if it stuns you so be careful. Use spin-slash to finish it off. You may also want to book it. Just wait for it approach near the corners while staying out of its LoS. The Bestiary is heavy enough to knockback this sucker. Use that to your advantage.

After clearing the room, get **Key # 3** from the chest then return to the previous room then go up this time. Kill all magi in this room. Activate first the button in the upper-left corner then step on the other switch to reveal a chest containing the **Temple Map**. You may repeat the process to unlock the door to the left. Refer to the screenshot below to solve the puzzle, then go north to the next room.



This room has three Shadows. Just kill them to unlock the door. Continue to the dark room to the north. Toggle your items and make sure Reflect magic is selected then go to the east. Activate reflect and wait until the magi kill themselves. Grab the **Blue Key** (which you really don't need anymore if you have the Super Key after signpost hunting) from the chest that will appear. There is a magic slate in the northern room where you can use Parallax to reveal the hint for the next puzzle. Since this guide will also feature the solutions to puzzles, you can just ignore that slab and continue east instead. Bomb open the wall to the north, grapple the pole behind the staircase to step on a hidden switch and reveal a chest to the upper right corner containing 100G. Go upstairs.



[B1] Just grab the **Small Block** directly ahead of you. Go downstairs again.

[B2] Go south, step on the upper left and upper right switches, then go east again to the next room and grab the **Magic Shield** from the chest in the middle. This shield will good enough to protect you against the magical projectiles of magi and traps. You still need to use Reflect to kill magi or to protect yourself if there are too many of them. Head to the west three times to reach the room with the locked door. Go north, then go upstairs.

[B1] Move the blocks to make a path. Equip Reflect again then go to the next room. Use reflect to kill all magi and to avoid getting damaged by the traps. Continue to the dark room to the right, then go up to the pre-boss room. Activate the warp then go down to the previous room, then head to the right this time. Get past the traps then go right again. Go downstairs.

[B2] There is a cyclop in this room that you can record to your bestiary. Clear all enemies in the room, then get the movable brick out of the way. Step on the northern button first then run and step the button to the south. Equip Reflect, then go down to the next room. Head to the right, clear/ avoid the enemies and grab the **Magic Up** from the chest in the middle. Return to the previous room then go south.

This next room is full of Ropuses so use a candle or a lamp to illuminate the area if you're having problems seeing them. Head to the right and get rid of the Gray magi as well.



If you haven't booked them yet, this is the best place to do so since you can maneuver freely. Kill one with reflect, then evade the projectiles of the other while hitting it with a book. You need to shoot the targets as shown in the screenshot below to open the door. Go to the right this time and get **key #4**. Go south, then south again past the magi/ projectile trap room. The next room has shadows. Defeat them all to open the doors.

Go to the right this time, step on all four buttons to reveal a chest containing a 10 arrows. Bomb open the wall north, then grab another **Blue Key** from the chest there.

Backtrack to the shadow room (you may need to defeat them all again) then south again. Use reflect here to get rid of the magi then carefully cross the floor traps. Head to the door to the right then go upstairs.

[B1] Head to the right then grapple to the south. In this room, you need to hit the target while the traps are shooting projectiles at you. Start by using Reflect, then pressing Triangle to open your menu and select your arrows there. (This is much faster than selecting the item via L2-R2). Position yourself in the tile shown in the screenshot and shoot the target. You'll get the Boss Key from the chest there. Return to the previous room then go to the left to reach the starting point. You may go outside and use a Sleeping Bag in case your HP is dangerously low. (And have a hilarious dialogue with Lee as he'll escape only to get snatched away again when you enter the temple again)

BOSS: KRAKEN



The boss isn't that hard; its just annoying. First off, it can spawn multiple tentacles, sometimes 2-3 of them in the same platform, leaving too little room to maneuver. Don't hesitate to destroy these tentacles if they're getting in your way; it takes three hits to take them out anyway. However, don't make this your priority since these tentacles can be spawned infinitely. The color of the tentacles indicate how close they are from getting destroyed. One hit will turn the tentacle orange and will have a wider range of attack. After two hits, tentacles will turn yellow and will become more aggressive. It'll be a bit tricky evading yellow tentacles but if you manage to hit them before they hit you, then the better. They can be blocked too, as long as you're facing their direction. The number of tentacles the boss spawns increase as it takes more damage.

The boss' main attack will include lobbing black inkballs at you which can be blocked. It submerges and resurfaces on random locations. The good thing about it is that you can hit the boss' head before it resurfaces. You can also hit it with your anchor rod to force it to submerge. This is really helpful if its out of your sword range and you need to get rid of the tentacles in your current platform. That way, you won't have to worry about the projectiles it will throw at you - at least for a bit.

At the start of the battle and with full HP, the best place to stay is at the entrance. Just keep spin-slashing to destroy any nearby tentacles and hit the boss safely at a distance. However, unless your sword range covers the whole room, you may still need to cross platforms to reach it.

You'll get a **Life Up** for finishing the boss. Grab the coins before they disappear, then enter the northern room to receive the **Blue Orb**. Grab the **Wind Wing** from the chest, then fly to Cornelia.

~ Cornerlia Village ~

Talk to the Sage Ohtu in her house northwest of the village, stab her and talk to her several times to finally receive the **Shader Magic: Freeze**. Your next objective will be the Flame Temple in Kloviss. While here, let's finish/ activate some sidequests.

- Talk to the girl walking near the sage's house to learn that she needs a cookbook.
- A new NPC by the name of Moyomoto will be standing near the village entrance. Talk to him to trigger later events.
- Talk to the blue NPC walking in front of the inn to receive the **Rare Fish**.
- If you're following the guide and triggered the appropriate events, talk to the woman beside the inn to receive the **Home Run Bat** that's legacy of her father.
- Talk to the girl in the inn to receive a **Ribbon**.
- If you stayed at the inn, you'll witness a weird dream.
- The second round of Dash Circuit will be playable now.

~ Raejack Village ~

Talk to the old man near the town square to obtain the **Cookbook**. He'll only give this if you have a [Spa Egg](#) in your inventory. If you have noticed, Bluesey the blue slime has transformed into a human at this point. Talk to him to initiate events later on. Upgrade your sword now if you haven't done so yet. Return to Cornelia and hand over the Cookbook to the girl we talked to earlier to receive **Fresh Fish**. Finally deliver the fish to the boy in Candata Inn to receive a **Magic Up**.

Talk to the woman in Cornelia (who you got the Fresh Fish from) and learn that she's looking for an **Ebon Pepper**. (Note: She'll only open this dialogue AFTER delivering the Fresh Fish to the boy in Candata Inn). Return to Ortego, purchase the pepper for 1000G then deliver it to the girl to receive a **Light Gem**. Return to Ortego again and deliver the Light Gem to the man southeast of the village to receive 100G. The reward is mediocre considering the effort and cost it took to complete it. I am not sure if its tied to later events/sidequests but for the sake of completion, let's just get it over with.

~ Ortego Village ~

There is an event inside the house in the middle of the village. This will only be available if you have done the quest where you need to get water from Cornelia earlier. Attack the rock in the middle of the house to destroy it.

Oh, don't forget to visit the 3d game guy in From Cave to update the event. When ready, fly to [Jim's Shack](#).

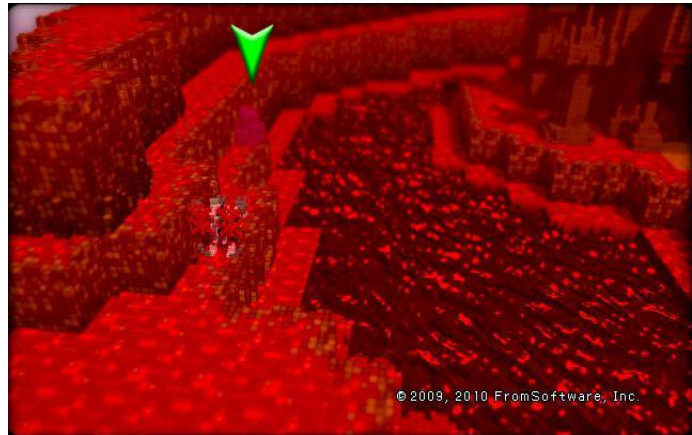
~ Jim's Shack ~

With the Magic Shield equipped, talk to Tirnaco, the guy in the northeast corner of the shack. He'll upgrade your shield but you need a Fire Ruby, which can be conveniently obtained in the next temple. Complete your preparations then exit the shack. Don't forget to bring a couple of Elixirs or more.

~ Klovis ~

If you have followed this guide and gone signpost hunting, then you should already know your way in the cave system of Klovis. If not, follow the directions to reach the signpost [here](#). Then when you reach the part of the mountain where there are two caves, enter the one to the right.

Upon reaching the top level of the mountain, you'll find the temple. Before entering it, go to the left and look for the boulder with the pinkish hue at the end of a narrow path by to the left. Approach it and a dialogue box will appear. Choose YES to search the stone and you'll obtain the **Fire Ruby** automatically.

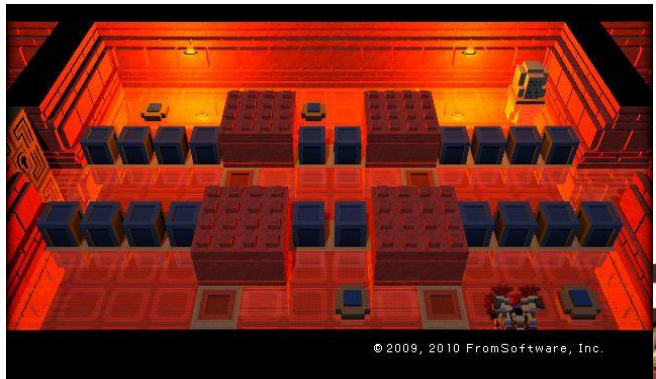


Deliver the ruby to Tirnaco and have your shield upgraded to the **Fire Shield**. It blocks physical, magical and fire damage. It will be very effective in the upcoming boss fight. Make your way back to the temple.

~ Flame Temple ~

[1F] Examine the corpse to the right to obtain the **Satori Note**. Stay away from the geysers to avoid unnecessary damage. Switch your Freeze magic, activate it then destroy the flame. The geyser won't be frozen though. Continue to the north then bomb the eastern wall. Proceed east, then kill all enemies in the room. Grab the **10 Bombs** from the first chest and **key # 1** from the chest that just appeared. Return to the previous room then go west first.

Kill all the magi and you'll be introduced to new type of button/switch. Basically, there are blue and red buttons. The logic is simple; step on the red button to get rid of red barriers. Doing this will activate blue barriers and vice versa. The catch is that these color/barrier changes are applied throughout the entire temple and not just inside the room you activated them. These buttons must be toggled at a precise order otherwise they will hinder your advance. Another thing to note is that the whole temple resets if you die/continue or exit the temple. That said, do your best and try not to get killed or leave the temple unfinished. If you a stock of Elixirs in your inventory, then you can have a sense of security. They don't cost that much and you should have a lot of money by now, especially if you used this guide's [Gold Farming method #2](#). It can become pretty confusing at first but worry not; you have this guide to sort it out for you.



Step on the button to the southeast, then step on the next switch in the middle, then the middle-north, then finally the upper left. Open the door using your key. In the next room, you'll find a new type of ropus, the Dark Ropus. This monster will drain 95% of your HP and all your magic if it touches you. Though it won't kill you even after it hits you again at that point, it is a very annoying and dangerous enemy - avoid getting touched by it at all costs. In any case, this is also the best place to book it. Continue north to the next room.

This room has magical projectile traps and few ropus enemies. Use Reflect to get your mind off the traps for a bit, then get rid of the ropuses. Hit the button on the left wall to open the door up. In the next room, kill all magi then bomb the wall to left. Talk to the old man in the next room and pay 200G to upgrade your Bomb Sack. This will increase your bomb capacity to 30. Backtrack to the previous room and go upstairs.



[2F] Kill all enemies inside to unlock the door. Grab **key # 2** from the chest. Go downstairs again.

[1F] Kill all magi again then head north. Use your Freeze spell then destroy the frozen fire. You can also destroy frozen enemies with one hit. Step on the red button to turn it to blue then unlock the door to the east. Continue to the next room then go downstairs.

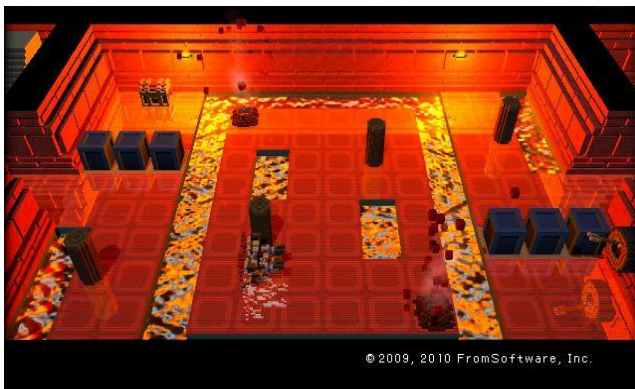
[B1] Grab the **Temple Map** from the chest in the middle. If you have the [Super Key](#) (which you should already have if you're following this guide), then you should be able to open the door to the right. In this room, move the blocks to create a path then step on the red button to the southeast to open the door south. There is also a lone Knight here that you can add to your Bestiary. Obtain the **Life Shard** from the chest to the south. Backtrack and go back upstairs this time.

[1F] Go to the left then step on the blue button, head to the right again then go upstairs.

[2F] Head to the left, then north. This room will have arrow traps and magi as well. Kill all the magi, grab the 100G from the chest then step on the red button. Go south twice then go downstairs.

[1F] Go down twice, then right twice then north. Walk your way around this room then go to the right. Get **key # 3** from the chest, then go back to the previous room. Go downstairs next.

[B1] Go to the right, then stand on the tile shown in the screenshot below to hit the target with your arrow. Continue to the east then north. Kill all the enemies here to open the door. Head north, then carefully cross the geysers when they're not erupting. Continue to the room north. Grab the **Arrows (x10)** from the chest to the left, then go upstairs.

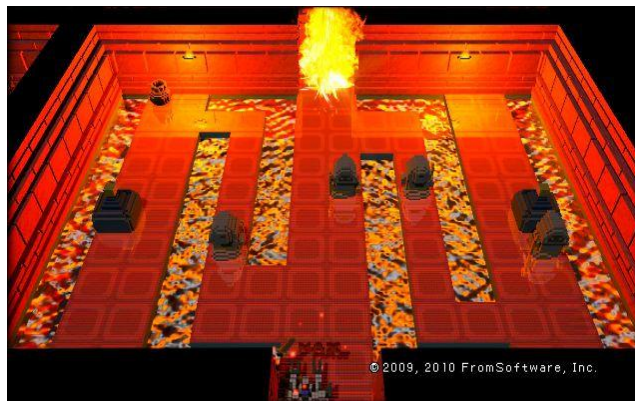


[1F] Go south, clear all enemies in the room, then place those movable bricks over the blue buttons. Use the marked blocks in the screenshot. Continue south. Clear the whole room (Freeze/ Normal Map the knight if you want to win easily) then grab the **Red Key** (which you shouldn't need anymore if you have the Super Key) from the chest that will appear. Continue south. In this room, be careful of the floor traps. Kill all enemies, then bomb the wall to the left. Step on the blue button to lower the blue barricades, exit west, then go downstairs.



[B1] Go to the right, grab the 100G from the chest to the northwest then exit to the right. Continue to the east this time and go upstairs.

[1F] Go up to the next room then use Reflect to kill all the magi (you won't be able to kill them even if you freeze them), freeze the room (traps will remain active) then destroy the frozen fire. Continue north and carefully kill the Dark Ropuses in this small maze. Obtain **key # 4** from the chest in the middle. Backtrack to the south then go downstairs.



[B1] Go left then continue heading north thrice. Go upstairs this time.

[1F] Go up, then head to the west. Kill all the magi in this room, then go down to the next room. Take the stairs down.

[B1] If you go up, you'll find the magic slate that shows the hint for the next puzzle. Go left this time, don't touch the red button yet then continue east to the next room. Kill all enemies inside, then move the statues as shown in the screenshot. Obtain the **Flame Wand** from the revealed chest. Go back to the right, then step on the button. Proceed north and go upstairs this time.



[1F] Ignore the fire blocking the door for now then continue west. Kill all magi to reveal another hidden chest to the north. Move the blocks to reach them. Obtain a **Red Key** and 100G from the chests. Continue to the left then go upstairs.

[2F] Kill all magi inside then freeze the room. Shatter the frozen fire, then head south. Watch out for the arrows and grab **key # 5** from the chest to the left. Go back up then west, and open the chest in the middle to find your fairy again and the **Boss Key**. Go back to the previous room then go downstairs.

[1F] Head to the right twice and use the key to open the room to the right. Grapple your way across this room to the right and grab the **Small Block** from the chest in the middle. Go back to the left twice this time then go downstairs.

[B1] Go south, then step on the blue button. Head right this time then go upstairs again.

[1F] Go north, then grapple to the left. Freeze the fire and continue north to reach the pre-boss room. Activate the portal and you're good to go. You can rest outside or resupply if you want since we have the portal activated already. Otherwise, head north to fight the boss.

BOSS: DRAGON



This boss is the hardest you've fought yet. Its weakness is the red block (heart?) on its chest. You need to keep hitting it to defeat this boss. The only problem is that this boss has some really powerful attacks. First, it lobbs fireballs at you. If you have the Fire Shield, then you can just block it; otherwise, do your best evading them. These fireballs also explode on contact, leaving a small blaze in their wake. Touching them will cause damage as well. As the dragon takes more damage, the more fireballs it will lob at you.

Next is that this boss will occasionally fly and will attempt to smash you. The impact from this move also leaves a damaging, averaged-size shockwave. Face the direction of the shockwave that's about to hit you and raise your guard. Your shield should be enough to protect you from it. Sometimes, the dragon will fly around and follow you around the room, in an attempt to crush you. Its best to stay in your place for a second, then dash to safety just before the dragon lands. Its a bit tricky to catch the timing but its better than walking or trying to guard against it.

The best item you should use here would be the Boomerang. This handy tool can stun the boss, especially if its struck in the head. Not only that, it will also leave its chest open for attack. You can continue doing this to temporarily stop the boss' barrage of fireballs and to get free hits. Having a sword with upgraded length will be helpful in this battle since you don't need to get too close to hit the dragon's chest. The boss will become more and more aggressive as it nears death so be cautious and use recovery items as needed.

Grab **Life Up** from the boss. Obtain Red Orb. Grab **Wind Wing** for the chest. Return to Jim's Shack next.

We still need to find the sage and talk to him to officially clear the temple. This is part of the main story so no complaining about it.

Make your way to the Grass temple and head to the boss room. Talk to Indy and learn that the sage is off to the Forest Temple. Next, fly to Wardna's House then make your way again through the maze to reach Indigo. Talk to him and learn that the sage has gone off to the Desert Temple. Fly to Candata Inn and talk to Octane. Learn that the sage is off to see the Aqua sage. Go to Cornelia and talk to Ohtu. Finally, head to Raejack and find the flame sage, Crimson inside the inn. Talk to him to obtain your new **Shader Magic: Slow Down**. This will put everything else in slow motion it seems.

Like before, we need to do some other stuff again before heading to the next temple. Now we have the [Flame Wand](#), we can burn those trunks that are blocking some of the paths in the world map. For now, you may do the following sidequests / events:

~ Raejack Village ~

Talk to Dic the Inventor in Raejack and have over 1000G. Sleep in the inn and talk to him again to have your shield upgraded to a **Bolt Shield**. It will protect you from lighting damage in addition to your old shield's benefits. Head west of the village this time and visit From Cave to check the progress of the 3D Mech Game.

~ Cornelia Village ~

Talk to the girl in the middle of town and agree to what's she's saying. Obtain the **Amethyst** afterwards.

Sleep at the inn for the continuation of the dream sequence you witnessed earlier.

Talk to the girl where you gave the Spa Powder earlier. Agree to help her and she'll request you to bring three materials: **Natural Herb**, **Cypress** and **Nice Stone**. The herb can be acquired from the girl NPC walking near Dic the inventor's house in Raejack. The Cypress can be obtained from NPC beside the beds in Wardna's House. You need to pay him 100G though. Lastly, the Nice Stone can be obtained from an NPC in Fina's Inn. You should have already visited this place before, especially if you've been signpost hunting as suggested earlier in this guide. If not, you need to visit the Grass Temple area then make your way to the southwest. Otherwise, just fly there. Talk to the man near the fireplace to obtain a **Rust Sword**. (This is NOT the material you're after; its part of another quest) Talk to him again to obtain the Nice Stone. Deliver the materials to the woman in Cornelia to complete the quest and to obtain a **Life Shard**.

Talk to the two NPCs north of the village (Moyomoto and his cousin)



~ Vatar Highlands ~

Go east of Dotnia Castle, past the river. Cross the desert then exit north to the grassland. (This is the same path we took on our way to Ortego the first time) Follow the path and you'll find a lone chest in the middle of the hedges. Burn the wood away and grab a Magical Bag (seriously?).

~ Ortego Village ~

Go to northeastern part of town and talk to the princess and her two aides. This will only be available if you triggered a similar event involving them before.

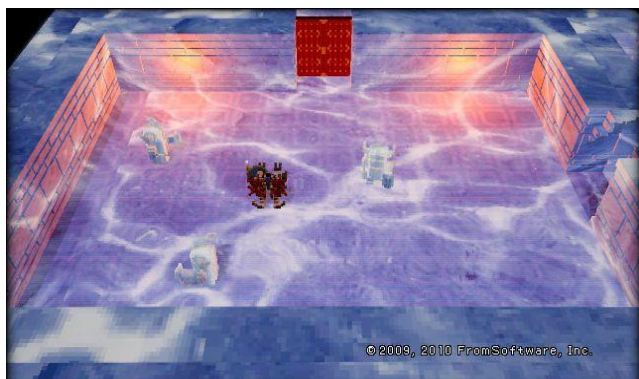
~ Kai Crator ~

(This requires Red, Blue and Green keys if you don't have the [Super Key](#) in your possession) Leave town and take the southwest exit to the next area. Make your way to the southwest exit again then go west this time. From there, go north to the next screen. Instead of taking the stairs, go left first to find a bomb-able cave. Find a **Life Shard** inside. Backtrack a bit then continue north, following the stairs. Follow the path around and go west to the plains. Head north then exit northwest to the next screen. Continue south. Don't bother exiting southeast back to the previous screen to get the chest near the cave where you got the Life Shard earlier; it only contains 10G. Not worth the bother of walking around the whole area again. Anyway, continue north, bomb the path clear, then grab the 100G from the chest. Grapple to the west to get a **Small Block**. Go south then burn the stumps. Grab another **Life Shard** from the chest to the left. Continue south and follow the path north to reach the island. Bomb the wall open and enter.



~ Fairy's Cave ~

Open red door, quickly exit west. White tiles will collapse. Upon entering next room, you'll get a pop quiz. Answer NO. Take note of the arrow traps, then open the green door south. Kill all magi then bomb the western wall to continue. Next room has three knights. If you have enough magic, use your Freeze spell to kill them with one hit. Head north to find and talk to the second fairy, Sue. She'll join your party afterwards.



~ Aldo Heath ~

From Fina's Inn, head west to the next screen. Follow the trail south then grapple to the east the exit south to the next area. There are zombies here that you can add to your bestiary. Head to the left to find a bomb-able cave that leads to a Fairy Spring. Continue south until you reach the cemetery. Burn the stumps blocking the path and find the tomb of the legendary hero as hinted by one of the NPCs in Fina's Inn. Refer to the screenshot to find it. Push it up and enter the secret entrance.



Talk to the hero inside to obtain the **Hero Sword**. This is even better than the Excalibur you currently had. (If you traded your small blocks for it) You can also hit the ghosts here with your bestiary to record them. Make sure to fully upgrade it, especially its strength, pierce and beam parameters. If you don't have enough cash, just exploit [Gold Farming method # 2](#) to fully upgrade your sword and still have a lot of cash remaining.

Next head to Fina's Inn and make your way to the signpost. From there, go right, follow the path around until you return to the screen where the signpost is. Grapple your way north then east until it leads you back to the previous screen. Burn the stump and obtain a **Small Block** from the chest. From there on, grapple your way down and follow the path north to reach the temple.

~ Wind Temple ~

[B1] Head north to the next area then bomb the wall to the left to find a chest containing 10 Bombs. Return to the previous room then go north. You'll find a new trap here, the wind blower. All you need to do is to raise your shield so the gust of wind won't affect you. Remember that your shield must be facing the direction of the wind. Head to the west, then kill the vampires to unlock the doors. (You can kill one and add one to your bestiary before killing it). Beware that these guys turn into bats after destroying their vampire form so be careful not to walk through them and take unnecessary damage. Continue to the west, then north.

This room will have wind blower traps that may force you off to the pit if you're not careful. Just traverse the room with your shield raised and pointed towards the traps' direction. Exit to the north, then carefully cross the room again and exit north to the next room. Cross the arrow traps here safely with your shield and go downstairs.



[B2] Destroy all enemies in this room to unlock the door, continue north then go downstairs.

[B3] Head east to grab 100G from the chest. Ignore the other chest for now, then go left twice. Bomb the wall up and continue north. Quickly make your way to the tile up north and step on it to fall down to the lower floor.

[B4] Use reflect to kill the magi and protect you from the projectile traps. Grab **key # 1** from the chest, then grapple to the south. In the next room, push the movable brick in the middle north of the room (don't take the stairs for now) then continue south. Use reflect again to kill the magi. This room has four moving floor traps and you need to time your move to safely cross it. Continue south, kill the cyclops in the next room to unlock the door. Grab **key # 2** from the chest that will appear. Backtrack north to reach the room with stairs then go upstairs.

[B3] Head east, then take the stairs up.

[B2] Head south of the dark room, then go up again.

[B1] Go down twice, then use a key to open the door to the left. Continue west, then go downstairs.

[B2] Destroy/ avoid enemies here then continue downstairs again.

[B3] Take the stairs to the northeast of the dark room to go down to the next floor.

[B4] There will two knights and a couple of wind blower traps here so you can just easily freeze the whole room and destroy them easily. Cross the traps, continue south. Use Reflect to kill all magi, use a lamp/candle to illuminate your path then step on the red button on the upper left corner of the dark room to unlock the door. Continue east. Kill all enemies here to reveal a chest containing a Green Key (which is pretty worthless now if you have the Super Key). Continue east, then north. You don't need to fight the knights here so use the blocks to avoid their attacks. Go downstairs.

[B5] This room has another set of wind blower traps, then make your way to the button on the upper left. Step on it to open the door. Continue north. The next room has some nasty enemies so freeze the whole room and destroy them. Grab the 100G from the chest. Bomb the northern wall and head north to find another old man that can upgrade your bomb sack for 200G. If you've been upgrading them before whenever you have the chance, this upgrade will enable you to carry 40 bombs. Backtrack to the stairs and go back up to the previous floor.



[B4] Backtrack south, west twice then north. Go upstairs.

[B3] You'll be in the dark room again. Continue east this time and carefully traverse the room with wind blower traps. Unlock the door to the right then move upstairs.

[B2] Carefully make your way around the room. If you're at full HP, try taking down the knight from behind the barricade as soon as it turns its back on you. (This is possible for a sword with Pierce parameter) Continue east this time. In this dark room, go south to unlock the green door with your recently obtained green key or simply, just the Super Key. This room also has a Dark Knight to book in your bestiary if you haven't done so yet. Grab the Magic Up from the chest in the middle, then return to the previous room. Go east this time and go upstairs.

[B1] Kill all enemies, then move the movable brick to the south and push it over the button to the southeast. Step on the northwest switch to unlock the doors, then continue south. Use Reflect to kill the magi and protect yourself from the traps. Grapple to the south and obtain **key # 3** from the chest to the lower right. Step on the red button to the southwest to open the door. You don't need to head there though; this is just to open your path permanently in this floor. Grapple back to the north, then head up again to reach a dark room. Bomb the wall to the left but don't enter it for now. Continue north to the wind trap room. Head to the right first and grab the **Temple Map**. Don't take the stairs yet; instead, go back then continue to the left. Kill all enemies first then use the movable bricks to push the buttons on the upper left and right corners. Head north this time then go downstairs again.

[B2] Continue to the left. Move the movable brick to block the wind blowing from the lower right. Make sure it is pushed to the rightmost spot so your arrow hits the target. Once the door is unlocked continue north. Beware of the floor traps then quickly run to the door to the left. Carefully cross the narrow path and make your way to the left. Grapple to the left, then continue west to the next room. Step on the second tile from the left to fall down to the next floor.



[B3] Grab **key # 4** from the chest. Save your game then reload it to return to the starting area of the temple.

[B1] Go up, up, right, up thrice, right then take the stairs down.

[B2] Kill all enemies. To kill the dark knight, just block its attacks and leave bombs in front of it. Three bombs should be enough to dispose it. Now, quickly step on the buttons in the following order: lower-right, lower-left then upper left. Grab the 100G from the chest. Unlock to the door to the right. Step on the top-left tile to fall down.

[B3] Quickly run up and open the chest containing the **Boss Key**. Step on the second tile from the left this time.

[B4] Push the only movable brick here and kill all enemies to reveal the chest containing a **Small Block**. Step on the only fragile tile here to fall down again.

[B5] Hit the button on the wall, then continue south. In this room, carefully block the wind and open the chest from the south. Go upstairs this time.

[B4] Carefully make your way to the left then push the red button. Head north this time.

[B3] Take the stairs up

[B2] Head west then take the stairs up

[B1] Go left, down, then left again through the wall that we bombed earlier in the dark room. Step on the tile to fall down.

[B2] There will be two knights waiting for your here; just grab the **Gold Ring** from the chest, then quickly grapple south. The Gold Ring is an upgrade to the Silver Ring you're wearing. It decreases received damage by half. Continue south then east, then unlock the room to the right. Push the blocks out of the way and step on the tile.

[B3] Head south and kill all enemies to unlock the door and reveal a chest containing 100G. Go back to the previous room and step on the green buttons and quickly exit to the left. Carefully traverse the wind trap room, the continue north. Grab the 100G from the chest, then step on the tile to fall down again.

[B4] Kill the black knight in the next room (win cheaply by freezing him) then head north. Bomb the wall to the left but don't go in there yet; go downstairs instead.



[B5] Kill all the magi. The room behind the bomb-able wall only has the magic slate for your parallax magic so you can just ignore it. Carefully make your way to the south and solve another puzzle. Get rid of the knights and dark knight here (again, Freeze them for an easier cleanup) then move the statues according to the screenshot below. Grab the **Miracle Boots** from the chest. This handy footwear will enable you to walk across the nasty poison swamps in Nialliv Valley. Backtrack and go upstairs again.

[B4] Head west through the wall that you blew open a while ago, then west again past a wind trap room. In this room, you'll find three buttons in the far left. Move the brick so it blocks the rightmost wind trap. The buttons should be in range of your boomerang by then. Grab the **Green Key** from the chest. Go upstairs this time.

[B3] Head north to get **key # 5**. Ignore the room to the left since it just contains nothing and will veer you off course. Go back south then go downstairs again.

[B4] Head east then south this time. You can just ignore the black knight and just go downstairs.

[B5] Unlock the door to the north then carefully traverse another large wind trap room. Continue north and run past the dark knight to reach the pre-boss room. Step on the panel to activate the portal, save your game and make sure you have full HP. When ready, enter the boss room.

BOSS: DARK KNIGHT



This is boss vulnerable when he's about to attack. What's even better is that he can be interrupted this way. If will be a good idea to fight him with full HP and with a long sword. He will be teleporting in different places. Just wait for him to raise his arm then quickly attack him. Another way of dealing free damage from this boss is by luring him to charge, quickly getting out of the way and hitting him from behind. When the boss is near death, it will use a spin attack. Don't attack to run/ dash away from him while he's spinning; just keep your guard up and wait for him to stop then resume your attack.

Obtain **Life UP**, **Purple Orb** and **Wind Wing** in the next room.

At last, all six orbs! However, we need to do a handful of stuff first. Head to Raejack Village, talk to Dic and give him 5000G, sleep at an inn and talk to him again to receive a new sword called the **Karasawa**.

From Raejack, take the northwest exit, follow the path around until you reach Nialliv Valley. Continue east and you'll run into a bomb-able cave in the southeast corner. Enter it.

~ Fairy's Cave ~

Make your way across the traps. Use Freeze inside the room with Cyclops and Knights to kill them quickly and easily. After clearing the room, the door will be opened and you'll find the last fairy inside, named Ai. Watch in awe as the fairies combine and turn into a princess named Iris. Apparently she's the princess of Dotnia and just by rescuing her, the main story has spiced up a bit. Fly back to Dotnia Castle next.



~ Dotnia Castle ~

Make your way to the throne room to trigger the next scenes. After a brief conversation, the Dark Bishop Fuelle will make an appearance; you'll be thrown into a battle.

BOSS: DARK BISHOP FUELLE



You can't hurt him yet at this point so your main objective is to survive the battle. He will sometimes summon monsters that must kill to keep your HP up since they sometimes drop red apples. Just keep on your toes; avoid/ block his attacks and after a few minutes, the battle will end automatically.

Watch the following scenes and the last sage, Origin will give you **Shader Magic: Lightning**. Go downstairs and talk to the cat in the upper left corner. You'll be able to play Block Defense Plus. It's like the typical Block Defense but with added twists and special conditions. Talk to the NPC in the upper right of the castle and steal his **Ice Candy**. Exit the castle and fly to Cornelia.

Talk to Moyamoto in Cornelia to obtain the **Demolisher**, a key item.

Talk to the guy in From Cave to receive the completed 3D Mech game: **Armored Core**. It will be listed in your key items.



Fly to Ortego and talk to the man in the northeastern part of town to receive the **Autograph Paper**. He should be standing just below the two merchants. Talk to Mary, who is dancing in front of the townspeople to receive **Mary's Autograph**. Deliver this to the man and receive the **Giga Sword**. This is undeniably the best sword in the game, simply because it doesn't have max potential - which means you can upgrade this baby over and over as long as you have the money and until you completely max it out. Use the [Gold Farming Method 2](#) or [Gold Farming 3](#) described in this guide to build up funds easily and to max this sword.

The only downside is that this sword is VERY, VERY expensive to upgrade. (This event is only available if you did the pre-requisite sidequest early in the game)

Once you have the Falcon Ball and the Demolisher, go the NPC beside the blacksmith in Raejack to receive the **Destroyer**. The Falcon Ball can be obtained from an NPC in Hotel Nialliv. If you haven't visited that area yet, refer to the next paragraph.

Next, you need to head to Hotel Nialliv. If you're following this guide, you should have found this place before so you can just fly to it. If not, follow [these directions](#) to reach it. You can obtain the Falcon Ball from the man near the beds here. Exit the hotel and go upstairs to the right. Head south and jump off the ledge to reach a chest containing a **Small Block**. Jump down again the swamp then proceed west to the next screen.

Go downstairs and head north to the swamp. Go to the middle of the rock formation and a prompt will pop out. Choose search and you'll obtain the key item, the **Mirror of Truth**. This item will lead to a series of events that will reward you with two new swords and will complete all your key items. If you have a complete list of key items, you'll get another sword as well. If this tickles your completionist side, follow the next steps. Otherwise, you can skip to the Dark Tower.

With the Mirror of Truth, head back to Hotel Nialliv and talk to the NPC named Dim. He's the small guy in the middle north of the room.



Tip> Gold farming #3

When you enter the area as seen in the screenshot above, several zombies will spawn. These guys drop silver and gold coins often, which you can exploit by changing screens. You need to take note however, that if you killed all of them, they won't spawn anymore in your next screen change. In that case, you must leave the area (exit east to Hotel Nialliv) then go back again.

You need to talk to seven different animals wandering in the villages. You've met some of them along the way already.

- **Raejack:** The dog near the potion shop. You'll also receive a **Life Shard**. While here, you can also mess around with Bluesey, the slime that turned human. Just talk to it, sleep at the inn and talk to it again.
- **Wardna's House:** The chicken inside the house
- **Fina's Inn:** The dog outside the inn. Talk to the man beside him to obtain the key item **Dog Food**.
- **Colneria:** The cat in the southeastern part of the village, near the trees.
- **Ortego:** The cat beside the girl in the northeastern part of town
- **Candata Inn:** The dog with the merchant outside the inn
- **Jim's Shack:** The chicken inside.

After releasing the curse of the last animal, you need to head back to Hotel Nialliv. Talk to the man that sent you off the curse-breaking quest to receive your reward: the **Beam Saber**.

From Jim's Shack, head north and make your way to the cave system again. Follow the path like you're going to the fire temple. Now, after taking the stairs between the two caves, jump to the left cave this time (the cave to the right leads you to the Fire Temple) Talk to the NPC there and hand over the Dog Food to receive a new weapon, the **Gungnir**.



Fly back to Raejack or Wardna's House and head to From Cave. Talk to the 3D Mech Game guy to receive the **Moon Sword**. This is a reward for completing all key items in the game.

~ Nialliv Valley ~

Now that's done, we'll still need to do one more thing. What good is the best sword without the best shield? From Hotel Nialliv, head west to the next screen. Walk west through the poison swamp, then take the stairs south. It leads east to a chest containing a **Life Shard**. Continue west and take the narrow path in the leftmost side of the screen. You'll find a bomb-able cave at the end. Clear it open then go inside.

~ Hero's Cave ~

Get past the traps and the black knights in between until you reach the room full of magi and black knights. Use Freeze to get rid of the knights first then use Reflect to kill the magi. Remember that freezing will stop the magi but won't kill them so you need to wait for them to be thawed out then use reflect. The door will open after defeating them. Head north and talk to the man. This requires you to have the bolt shield in your inventory since the man will trade it for the **Hero Shield**. This shield is the best in the game, offering you protection from any element or damage. Once done, exit the cave.



Rest if you want (you can't use the tent in this area) then enter the Dark Tower itself.

~ Dark Tower ~

Being the last dungeon and all, expect this place to be huge and tricky. This place has seven floors, each with their own bosses. The first six floors are themed after the temples you have conquered so far. Not only that, you'll have to fight the same bosses again, though more aggressive and dangerous than before. There will be warp points but are only limited to 3rd, 5th and 7th floors.

[1F] Step on the button then head north. Kill all enemies, then hit the two wall buttons. Go west, then south to the next room. Move the bricks, step on the button then get **key # 1** from the chest that will appear to the upper right. Return to the previous room and open the door north. Be careful of the wormhole that occasionally appears; if you let it suck you in, it will deal damage and bring you back to the entrance.

After unlocking the door, you'll be in a projectile trap room. Avoid them and head west. Move the movable bricks here and continue west again. Freeze the room and kill the knights to reveal the chest in the middle. Grab **key # 2** from there. Backtrack to the first projectile trap room then go north. Kill the enemies inside then hit the wall button. Move the brick to the left then head west to the next room. Defeat all enemies inside to get **key # 3**. Head east thrice, then go south. Step on the four switches to reveal the chest containing the **Boss Key**. Backtrack up then left. Use the boss key to fight this floor's boss.

Boss: Eelagon

Basically, the pattern and the strategy remains the same. The only difference is that the Dark Tower version of this boss is more aggressive and spews more projectiles. Refer to the link above if you want a refresher on how to deal with this boss. After defeating the boss, go upstairs to the next floor.

[2F] Continue to the west, then bomb the wall to the north. Go up and use a lamp to illuminate the room. Grab the 100G from the chest to the upper left. The room has arrow traps as well so be careful. Continue to the right and arrange the statues to clear a path to the chest. Obtain **key # 1** from it. Backtrack left then south. Continue west to the next dark room. Kill the magi then head south. Careful of the floor traps; run in the middle of the room then spin-slash to kill the scorpions. Head to the left this time, move the bricks out of the way and obtain **key # 2** from the chest. Return to the previous room then head south twice.

Use reflect and hit the two wall buttons. Head to the right next. This room has wormhole so be careful. Continue south. Kill both dark knights to open the doors. There is a bomb-able wall to the left that leads to the magic slate that will reveal the solution for the next puzzle. Head east twice then arrange the statues on the correct buttons. Get the **Boss Key** from the chest that will be revealed. Go back west, then head north.



Boss: Queen Bee

You should be able to use your bombs more effectively against her since you have more of them now (if you followed this guide's advice to upgrade your bomb sack whenever you can). Just apply the same strategy as before. You should be able to fend her attacks more effectively at this point.

[3F] Head east twice. Watch out for the arrows and the pits. Bomb the wall to the right. In the next room, move the brick to the lower right to press on the button. This will unlock the door south. Continue down. Kill all the magi in the next room then grapple your way to the south. Move the bricks out of the way then continue west. There will be two dark knights here, as well as some arrow traps on the north wall so be careful. Freeze and kill the knights and grab **key #1** from the chest that will appear. Head south.

In the next room, make your way to the left, then past the room with the wormhole. You'll find the pre-boss room and the panel to activate the first portal of this dungeon. Save your game right away if you wish. Backtrack all the way to the first room (beside the 2F stairs) then continue north. Use your key to unlock the door north, then continue onwards. Ride the sands on the lower left then continue north. Watch out for the floor traps then continue to the right. Step on the third tile from the left to fall down.

[2F] Use reflect then kill the enemies. Hit the wall buttons then continue to the right. Make your way to the south using the moving sands. Cross the room while the worm hole is not active. It may be a good idea to get rid of the enemies that may block your path. Continue to the right, clear the room to open the doors then down. Carefully traverse the room (there are arrow traps on the left wall) then go upstairs.

[3F] Grab **key # 2** from the chest in the middle. Go downstairs again.

[2F] Backtrack to the room with the wormhole, continue west then go upstairs.

[3F] Kill all the enemies then step on the red button to unlock the door. Go down, left then north twice to reach the room with the locked door. Use your key to unlock the door to the left then continue west. Wait for the wormholes to disappear then grab the 100G from the chest. Continue to the west then step on the cracked tile to fall down.

[2F] Bomb open the eastern wall then ride the sands closest to the walls to reach the chest containing **key # 3**. Head left twice, past the room with wormholes then continue south. Step on the only button here to open the door south. Continue down. The chest here contains only 10 arrows which you don't use that often so ignore it and go upstairs.

[3F] Head north and grab the **Temple Map** from the chest. Return to the previous room and use the movable bricks to press the two blue buttons. Continue east then up. Step on the leftmost tile to fall down.

[2F] Grab the **Boss Key** from the nearby chest, then grapple to the east. Go east once more and go upstairs. This will complete the map in the entire floor so save your game then load it to return to the entrance. Use the warp point and face the boss.

Boss: Giga Golem

You can utilize bombs and your Normal Map spell to help you deal more damage to this boss. It will use the same attacks and pattern. You can also use your Hero Shield to block his laser attacks.

[4F] Head west then cross the room. You can use Slow Down or just time your movement. Be careful of the annoying roper enemies as well. In the next room, step on the green buttons in the following order: upper right, lower right, lower left, upper left. Grab the **key # 1** from the chest. Backtrack east twice then open the door north. There are two green buttons here. You must activate the button to the upper left then grapple your way quickly to the east, step on the button there and exit the door. This requires precise movements since getting stuck or missing the wooden poles will prevent you from exiting the room. Or, you can just use Slow Down and do things in your pace. Continue east.



Kill all the magi. The chest to the southeast corner contains 10 arrows. Grapple your way around the room and continue south. You'll find yet another pair of timed buttons here. Kill all ropers first, then remove the only movable brick out of the way. Step on the northern button first then the bottom to reveal a chest containing **key # 2**. Continue east, then go south.

Kill the mimics in this room then continue south, kill all enemies and use reflect to prevent damage from the traps. Continue south again and shoot the targets to open the door. Continue south. Be careful of the floor traps then continue east. Freeze all the enemies then kill them to reveal **key # 3**. Exit the room then backtrack left, north twice then unlock the room to the right. Grapple to the right, shoot the target to reveal a chest containing the **Boss Key**. Go back left, then down twice then head west twice again. Be careful of the wormhole in the dark room before the pre-boss room. Continue to the westernmost room by bombing it open, kill all the magi and activate the green buttons (starting from the right) to reveal a chest containing **key # 4**. Return to the previous room and open the door north and through the boss room.

Boss: Kraken

Should be pretty easy with a long sword, maxed out Hero Sword or better yet, a maxed out Giga Sword. You can stay in your initial position and just hack your way throughout the entire battle without grappling your way through platforms.

[5F] Here we are again with the tricky switches and geysers. Oh, not to mention that you'll meet those deadly Dark Ropers so you need to be extremely careful when dealing with them. Don't step on the switch yet. Continue east first then south. Freeze the knights and kill them. Obtain **key # 1** from the chest that will be revealed. Backtrack up then left. Step on the red button then continue north. Do the same thing as before; freeze the room then destroy the blaze. Head west, grapple to the northern pole and continue west again. Step on the blue button and hit the target to open the door. Step on the button again then exit south. Step on the switches so you can make it west. Careful of the floor traps and two knights. You can just run past them and continue south. Kill all magi here, then step on the button to cross the room. Continue south again, then bomb the wall to the left. Kill the magi and freeze the room to destroy the blaze and the knight. Grab **key # 2** from the chest. Step on the blue button then exit east.



Exit south; watch out for the wormholes and the ropers. Make your way to the east. Kill the knights to unlock the door and continue east again. Step on the panel here to activate the portal. Bomb the wall to the right. In the next room, kill the enemies and carefully traverse the room. Make sure your shield is raised and you're facing north to block the arrow traps. Continue east, then step on the red button. Backtrack left twice, then go down. Kill the two dark knights here and obtain **key # 3** from the chest. Go north, left twice then up again to reach the chest containing 100G. Go back south then go all the way to the easternmost room. Step on the button again then unlock the door north. Move the bricks so you can activate all four buttons. Grab the **Boss Key** from the chest that will appear in the middle. Backtrack to the boss room and face the boss.

Boss: Dragon

This boss is more aggressive, faster and can spew more fireballs. It also moves and slams faster so you don't have a choice but to face the direction it lands to block the shockwave. Don't dash especially if you're in full HP since you'll bounce back if your sword hits the wall. You can still use the boomerang to effectively stun and leave an opening to the dragon's heart.

[6F] Head west. Block the wind using your shield then continue west. Use your shield again then exit north. Be careful of the arrow traps in each wall then bomb the wall to the left. Step on the tile to fall down.

[5F] Press Triangle immediately to bring your menu up then equip your Freeze spell. This room has two black knights and two ropuses. If you're unlucky, one or two of them will be crowned. Defeat them all to open the door, then go north. In the next room, go downstairs.

[4F] If you're low on bombs, then you can shoot the two targets in between the wind blower traps to reveal a chest containing 10 Bombs. You may not see it immediately but there is a pit to the south that you can fall into. Head east, then continue upstairs. (Ignore the dark room to the south since you can't reach the chest there for now)

[5F] Clear the room if you want, then step on the two green buttons then go south. There is a wormhole in the northern part of the room so be careful. In the next room, kill all the magi then carefully block the arrows. Make your way to the lone tile and step on it to fall down.

[4F] Obtain **Key # 1** from the chest then grapple to the north. Go upstairs again.

[5F] Go upstairs again to 6F.

[6F] Kill all enemies then move the three bricks to block the wind from the traps. Activate the wall buttons to the left to open the door. Keep going south until you find a room with four green switches. You only need to step on the upper right and lower left buttons. Do it in that order then continue south to the next room. Kill all magi in this dark room then run across the brittle tiles to the south. Kill all enemies in the next room, then head to the right. Watch out for the wormhole then make your way to the south. Grab **key #2** from the chest then save and load your game to return to the entrance. Use the portal to 5F then go upstairs to 6th.



From your starting point, head north. Watch out for the projectile traps, kill the enemies and grab 100G from the chest there. Use your key to open the door to the right. Head north, then use your reflect spell on the next room. Continue north, kill the enemies and step on the red button. Go to the right this time. You'll find a room with several wind blower traps blowing from both directions. Just face your shield on one direction (against the wind that will blow you to the pit) and carefully move between each gap. Continue to the east. Kill the knights by freezing them, then move the movable bricks. Step on the tile to fall down.



[5F] Clear the room then bomb the wall to the left. In the next room, clear all enemies again then shoot the target in the lower left corner. You can also use Parallax magic if you want to see the correct target to shoot. Obtain **key # 3** from the chest that will appear. Go back to the right, then go south this time. Kill all enemies again to open the doors. Continue south. In this dark room, step on the leftmost tile to fall down.

[4F] Clear the room then step on the two red buttons to unlock the door. Continue to the left, go past the floor traps and continue north. Go upstairs this time.

[5F] Kill the enemies, then carefully make your way south. Go upstairs this time.

[6F] DO NOT grapple to the left. Go to the right, make your way through the dark room and unlock the door to the north. Kill all enemies and use reflect. Shoot the target to unlock the door to the right. Continue east. Step on the upper left tile to fall down.

[5F] You'll fall in an isolated dark room. Kill all enemies and step on the only tile in the room.

[4F] Head south by killing all enemies. Use reflect (be careful of the wormhole in the northern part of the room) then unlock the room south. You'll obtain the **Boss Key** from the chest. You can just save and load the game to get to the boss room faster. There may be unvisited rooms but they don't contain anything of interest, unless that you just want to complete the whole darn map.

[6F] From the starting point, go west, then south thrice, then east twice.

Boss: Dark Knight

Should be very, very easy like the fight with Kraken. If you have a fully upgraded Giga Sword (or any sword which length reaches $\frac{1}{2}$ or $\frac{3}{4}$ of the room) and you're with full HP, then you can stay in the door and wait for the boss to pose for attacking. This will cancel his move everytime he's hit. Just keep doing this unless he's destroyed. Continue upstairs.

[7F] The final floor at last! There is nothing of interest here, except the only key that is needed to access the boss room. Head east twice then south. Push the blocks here so the buttons are pressed underneath. There is another button behind the left brick so just push it up. Grab the **key** from the chest. Return to your starting point, then go left twice then south. Unlock the door then continue following the path until you reach the pre-boss room. Step on the panel to activate the portal, then continue to the right. Follow the path until you reach the last room.



In here you'll need to fight a doppelganger. This is the only place where you can find this monster so make sure you record it in your bestiary. After hitting it twice with your bestiary, it will transform into a succubus. Make sure to record it to your book as well. You can kill it easily by freezing it. Open the chest that will appear after defeating the succubus to secure the **Boss Key**.

Now you can prepare for the last battle. If you want, stock some Elixirs. Also, you can rest in Hotel Nialliv to get to full HP/MP. When ready, fight the boss.

BOSS: DARK BISHOP FUELLE



Use your Lighting spell to ignite the torch in the middle of the room. The Dark Bishop will be vulnerable while the light is on. Since there are multiple copies of him, just attack the one that casts a shadow. The torch will go off after a few seconds so you need to light it up again. In case you ran out of magic and you don't have a recovery item, just wait for him to summon additional monsters. Destroy these lesser minions since they drop red and green apples. Keep doing this until he's defeated. His projectiles can be easily nulled by your Hero Shield.

Watch the short cutscene and you'll need to fight the real final boss.

BOSS: DARK KING DRYX



This is a very easy battle. Block his attacks with your Hero Shield, then keep attacking him from a distance using your sword. Even if you're not full HP, if you have a long sword, then you should be able to hit him without going dangerously close. He has several attacks but as long as you have the Hero Shield, you should be able to fend off all of them.

Watch the following scenes and witness a very cliched ending. **Congratulations for finishing the game!**

POSTGAME

The game will ask you to save your cleared game save. This will unlock the New Game + Mode which will carry over the following:

- Gold
- Collected Small Blocks
- Bestiary entries
- Sword upgrade data

HP, Magic, Swords and other items won't be carried over. The good thing about it is that the sword upgrade data will be retained meaning if you acquired the same sword again, the same stats it had when you upgraded it will be there.

There will be two new difficulties that can be unlocked as well:

- 'From' Mode - (Hard Mode) Enemies deal twice as much damage, Type A enemies will appear more often in the world map.
- Spelunker Mode - In this mode, you play as another character and you die from 1 hit.

The latter mode must be unlocked by saving an NPC named Spelunker, in the area northwest corner of the world map while playing in From Mode. You just need to burn the tree trunks that trapped him. Alternatively, you can just name your character Spelunker when starting a new game. Aside from the 1 hit-death feature, Spelunker mode is just the same as the core game.

TROPHY LIST

Name	Description
Congratulations!	Congratulations! Thank you for playing this far!
Slice and Diced!	Defeated a foe with a sword.
Bullseye!	Defeated a foe with a bow.
Demolitionist!	Defeat a foe with a bomb.
Getting the Hang of it?	Play the game for five hours.
Defender!	Guarded an attack.
A Formidable Foe Has Fallen!	Defeated a Guardian.
Bested Eelagon!	Defeated Eelagon without taking damage.
Bested Queen Bee!	Defeated Queen Bee without taking damage.
Bested Giga Golem!	Defeated Giga Golem without taking damage.
Bested Kraken!	Defeated Kraken without taking damage.
Bested Dragon!	Defeated Dragon without taking damage.
Bested Dark Knight!	Defeated Dark Knight without taking damage.
Bested Fuelle!	Defeated Fuelle without taking damage.
Bested Onyx!	Defeated Onyx without taking damage.
Found Sue!	You found Sue.
Found Ai!	You found Ai.
It's Magic!	Used a Shader Magic.
Life is Precious!	Maxed out the LIFE bar.
Master Magician!	Maxed out the MAGIC bar.
Rescued the Princess!	The princess was restored to her true form.
Have a Nice Night?	Spent the night in Raejack with the princess.
The Adventure Continues...	Cleared the game without restoring the princess.
And Everyone Lived Happily Ever After!	Cleared the game with the princess restored.
Booked a Monster!	Booked a monster in the Bestiary.
Booked Eelagon!	Booked Eelagon in the Bestiary.
Booked Queen Bee!	Booked Queen Bee in the Bestiary.
Booked Giga Golem!	Booked Giga Golem in the Bestiary.
Booked Kraken!	Booked Kraken in the Bestiary.
Booked Dragon!	Booked Dragon in the Bestiary.
Booked Dark Knight!	Booked Dark Knight in the Bestiary.
Booked Fuelle!	Booked Fuelle in the Bestiary.
Obtained the Hero Shield!	Acquired the Hero Shield.
Spelunker's Savior!	Cleared the Spelunker event.
Obtained the Ancient Sword!	Acquired the Ancient Sword.
Obtained the Holy Sword!	Acquired the Holy Sword.
King Block's Seal of Approval!	Acquired a sword from King Block.
Forged a Sword!	Made your sword stronger at the blacksmith.
That's a Big Fat Sword!	Maxed out the Giga Sword.
You're a Survivor!	Survived Spelunker mode for 10 hours.
Triple 7s!	Collected 777G.
You Made a Friend!	Made a character model.

Souvenir Photoshoot!	Took a snapshot.
Around the World!	Visited all maps.
Booked Onyx!	Booked Onyx in the Bestiary.
Flawless Hero!	Cleared the game without dying.
And the World was Saved!	Cleared the game in FROM mode.
You Obtained the Hero Sword!	Acquired the Hero Sword.
Spelunker Extraordinaire!	Cleared Spelunker mode.
All Swords Obtained!	Acquired all the swords.

EXTRAS

BLOCK DEFENSE



- If you played similar games before, then you already have an idea on how this mini-game is played. Basically, you'll need to place towers in the green areas to prevent the enemy advance. If an enemy manages to get through, you'll lose 1 life. You only have 20 lives in the game.
- You can use your sword to slash enemies and help with the defense. If you're hit, you'll drop money instead. Avoid getting hit by standing on the green part of the area. Level up your character to deal more damage with your sword. Spin-slashing is the best way to hit multiple enemies at once.
- You need money to build additional towers. Money are dropped by enemies.
- Towers can be upgraded to deal more damage. Mix different types of towers to maximize their effects.
- Boss enemies will drop Crystals. Boss enemies are the tougher ones and may even slip through your defenses if they're not properly placed. Crystals can be traded to the nearby merchant to purchase new tower types, clear bonus and health.

- Buying health will automatically null your chance of getting the perfect clear, even if you didn't lose a life.
- Waves will continue to pour in even if you're building towers, upgrading them.
- Dropped money/coins disappear after a few seconds.
- Staying still will level up your hero. Higher hero level means you'll deal more damage to higher level mobs. Strategically placed towers will destroy most basic enemies in the same spot; use this chance to stand idly near that spot so any coin monsters drops gets absorbed by you. This way, you'll be able to gain experience while collecting coins. You can only level up your character to 10.

BLOCK DEFENSE +

After obtaining the Light Orb, talk to the cat in the upper left portion of Dotnia castle's first floor. The mechanics are pretty much the same as the ordinary block defense game however, there special conditions and rules added. That good thing about this is that you'll earn Small Blocks just by clearing the game. You get more Small Blocks for getting perfect clears and they can be repeated whenever you want. This is necessary if you want to collect small blocks to trade them for swords from King Block without going through a second playthrough.

BLOCKOUT!



- Use Shield or Sword to deflect ball. Spin-slashing will change the ball's angle
- Collect Red apples to make the Ball scatter to multiple pieces in a stage. Don't panic; use this opportunity to swing your sword and make them clear as much blocks as possible. You will only lose a life when you missed the last ball.
- Collect Green Apples to make the ball go through blocks and not bounce off them.

- By not holding the Guard button, the ball will just go through you. Let go to the guard button only to move quicker but you need to make sure that you guarding before the ball comes in contact.
- Use your sword only to deflect the ball if you think that you can't make it with your shield. It is best used when deflecting multiple balls due to the effect of the red apple power up.

DASH CIRCUIT

- This is a time-trial race where you need to complete three laps in a closed circuit within a given time. Prizes will depend on how you fast you clear all three laps.
- You need to dash if you want to get a good time. The challenge is that the longer you're dashing, speed builds up. Accurate control is required to avoid crashing.
- Crashing will almost always certainly deny your chance of getting a low time. Avoid crashing as much as possible.

BESTIARY

After getting the [Small Ring](#) in the Desert Temple, head to [Ortego Village](#) and talk to the girl there. You need to hit enemies with your bestiary to record them there. Note that different enemies require different number of hits before you can register them. Bosses and higher class enemies usually needs several hits to get registered. You'll know if you successfully booked a monster once you hear a sound play and the word "Get" appears. You can fight defeated bosses again by examining the gravestone in the boss room of their respective temples. It will be a good idea to attempt booking the bosses if you have higher HP and good equipment. If you managed to book all monsters, you'll get a Trophy.

Also note that each hit from the bestiary will count as a damage so there is a possibility that the enemy will be destroyed if you attacked it with your sword prior to hitting it with the bestiary. This is true for low level enemies like the elusive Crystal Slime.

Here are some monster booking tips:

- The best practice in booking monsters would be having a reliable shield. If you have the Hero Shield, then you should be able to block ANY type of attacks. This is best for projectile-lobbing enemies so you can block their attacks as you approach them.
- Use the bestiary's width to your advantage. You can still hit enemies behind cover if you attack them from the cover's edge.
- The bestiary can knock back lesser enemies. This is useful against those melee type enemies.
- The bestiary can 'Pierce' through obstacles
- Since the bestiary hit is counted as damage, it can be blocked by enemies (especially knights) and won't count as a hit.

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Monster	Rarity	Description
Killer Rabbit	Common	Easily located in the first areas of the game
Killer Bee	Common	Found near Wardna's House, Forest Temple
Spidel	Common	Easily located in the first areas of the game

Goble	Common	Easily located in the first areas of the game
Octon	Uncommon	Refer to Gold Farming method 1 to learn how to make them spawn near the shore.
Evil Trees	Common	Found near Wardna's House, Forest Temple
Cloudon	Uncommon	Found only in the area north of the Grass Temple. You need to Freeze it and book it once it drops to the ground.
Big Worm	Common	Easily found in the Nuntra Desert area
Dark Worm	Common	Easily found in the Nuntra Desert area
Dark Spidel	Common	Easily found in the Nuntra Desert, Vataru Highlands area
Dark Goble	Common	Easily found in the Nuntra Desert, Vataru Highlands area
Centaus	Common	Easily found in Aldo Heath, Klovius volcano area
Centathrow	Common	Easily found in Aldo Heath, Klovius volcano area
Succubus	Rare	Found only in the top floor of the Dark Tower. Required to get the boss key for the final battle.
Zombie	Common	Found in Aldo Heath or in the area near the Dark Tower.

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Note: Most of the enemies found only in temples can be also found in the Dark Tower.

Monster	Rarity	Description
Ghost	Uncommon	Found only the graveyard area where you can find the Hero Sword .
Scorpion	Common	Grass, Forest and Desert temples
Soldier Bones	Common	Grass, Forest and Desert temples
Bat	Common	Grass, Forest and Wind temples
Red Slime	Common	Grass and Forest temples
Magi	Common	Grass and Forest temples (don't use reflect)
Clay Golem	Common	Desert and Flame temples
Dark Scorpion	Common	Desert and Aqua temples
Blue Slime	Common	Desert and Aqua temples
Mummy Man	Common	Desert and Wind temples
Gray Magi	Common	Flame, Wind and Aqua temples (don't use reflect)
Death Eye	Uncommon	Flame, Wind and Aqua temples
Ropus	Common	Flame and Aqua temples
Dark Ropus	Common	Flame temple
Knight	Uncommon	Flame and Wind temple

Note: Most of the enemies found only in temples can be also found in the Dark Tower.

Monster	Rarity	Description
Vampire	Uncommon	Wind temple
Black Knight	Uncommon	Wind temple, Gold Farming 2 area
Cyclop	Uncommon	Wind temple
Crystal Slime (1)	Rare	Random world map area
Blue Dragon (2)	Rare	Random world map area
Shadow	Uncommon	Aqua temple
Princess (3)	Rare	Dark Tower
Guardian (4)	Rare	Sacred Forest

1 - Requires a lot of hits to get booked. Pretty tricky to book, considering that it appears on random places, it's fast and attempts to escape immediately. Take note that it disappears if it leaves the current screen you found it. It is best booked in an enclosed area where it will be trapped. Try to equip a weaker sword since I've read in the forums that there are times that this enemy gets destroyed by the bestiary even if it's not damaged by a sword early on. It is speculated that the equipped sword's strength is somewhat reflected on the bestiary's damage.

2 - Dangerous to fight up close. If you're lucky, you can lure it in a set of stairs nearby and fight it there (make sure it doesn't change screens). Its attacks won't hit you but the bestiary's hits will still connect.

3 - First form of Succubus.

4 - First boss that you fought in the game, on your way to get the [Ancient Sword](#).

Monster	Description
Eelagon	Reduce this boss down to its head. Don't chase it around; have your shield ready and block it as it attempts to ram you. Just hit it with your bestiary as it turns away.
Queen Bee	Use bombs to render it open for a few seconds. Works best if you have the full (upgraded) stock of 40 bombs. You can also whack the bees surrounding her since it counts to her hit count as well.
Giga Golem	Book him at the start of the battle when his attacks are slow and very predictable.
Kraken	Hitting the tentacles count; just lure them to hit you, get out of the way then whack them before they return to the water.
Dragon	Use boomerang to stun it as you walk towards it. Keep your shield up and switch to your bestiary. Hit its head whenever you have the chance.
Dark Knight	You need to hit him with the bestiary right before he attacks. You can aggressively approach him with your shield up then hit him when there's an opening. The problem is that this boss requires more hits than the dragon or giga golem does and waiting for the opportunity to hit him adds more difficulty in booking him.
Dark Bishop Fuelle	Only the hits on the real one (the one that casts a shadow) will be counted. This will only be available while the torch is lighted. As this may take a while, it's good to have full magic and some blue potions/ elixirs handy. You can also use a Mage Sword (traded from King Block) that reduces your magic consumption.

Dark King Onyx	This is a lot easier if you have the Hero Shield and Gold Ring. You need to attack up close. Be careful of his tail since he will use a tail swipe if you get into melee range. Stock up some healing potions since you'll get hit a lot, even if you're careful.
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